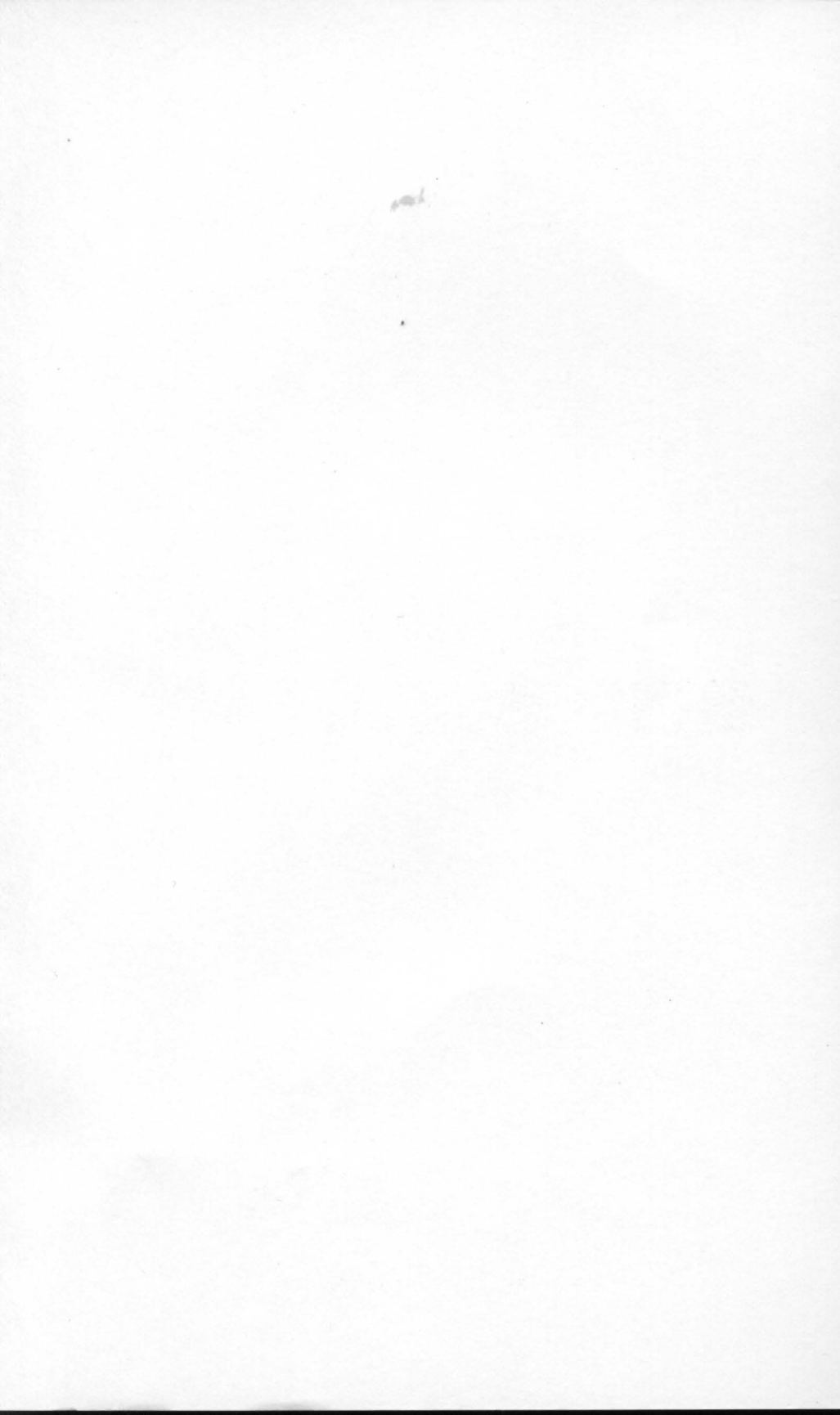




Illuminations

SHADOW
CASTER_™
CLUE BOOK







CLUE BOOK



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HOW TO USE THIS BOOK

Illuminations begins with **Metaforms**, information on the various forms you will be acquiring throughout the course of the game. There are short legends, and after each is a list of the powers and abilities of the metaforms. The damage or effect is given, as well as how much Power is depleted. When an effect only lasts for a limited amount of time, the duration is also given.

The **Level Maps** section (pp. 18 - 62) provides a complete map of each level, including the locations of the items found on each level. At the beginning of this section is an explanation of how to read the Monster Statistics. Use this section as either straightforward maps or as a rough clue guide. Specific items are not named, but are keyed for reference, so that someone wanting to look at the map without learning too much detail can do so. The keys [for example, (W2)] refer to items listed in the **Useful Items** section.

Useful Items (pp. 63 - 67) are divided into five groups:

Weapons. This section includes both hand-to-hand weapons and magic weapons. The locations, damages inflicted, whether they work underwater as well as other specific information is given.

Other Magic Items. This section includes non-combat related magic items. The effects, power supply, costs and locations are given.

Armor. This section includes all defensive gear found in the game. Effects and locations are given.

Restoratives. This section includes Power, Health and Strength Potions, and the Health (Red) and Power (Blue) Fruit. Their effects and locations are given.

Triggers. This section includes all items necessary to advance in the game. Their purposes, locations and other specific information is given.

General Hints (pp. 68 - 69) gives clues on game play strategy and explains how Health, Power and Experience Points work.

The **Walkthrough** (pp. 70 - 80) is a step-by-step guide to the most direct route through *Shadowcaster*. It avoids all non-crucial areas and items, concentrating instead on the quickest way to the end-game. It is not the best way to the highest score, but it provides a plan of attack designed to see you through to the conclusion. For best results, prior to entering each level, read its Walkthrough section thoroughly.



METAFORMS

KIRT (HUMAN)



As a child, Kirt was fond of the tales Grandfather told. When nighttime came, the old man would settle into the soft cushions of their enormous sofa and Kirt would be quick to take his favorite place – stretched out along the top, with his forehead touching Grandfather’s white hair. Usually the stories were ordinary ones that Kirt had heard elsewhere, from Story Hour at school or sometimes from the movies. But there were some nights when things were different. On those nights Grandfather would stand at the window, looking at something lower than the stars but higher than the city, not saying anything for a very long time. Then suddenly he would thump the floor with his cane, turn and put his hand on Kirt’s shoulder. “*Let me tell you a tale,*” he would always begin....

(See page 18 for a description of these statistics.)

Hand Weapon

Damage +2
Power Cost 0

Punch

Damage 2 - 4
Power Cost 0

Speed

Land 6.5
Swimming 5

Kick Attack

Damage 6 - 9
Power Cost 0

Jump-Kick

(Press **[J]** and kick while in the air)
Damage 12 - 18
Power Cost 0

Natural Resistances 3 (all)



MAORIN



Let me tell you a tale of the Maorin *began one such story.* A tale they tell their own children, when they are just your age. The people I am telling you of are not shaped exactly as you and I, Kirt. They are six-legged, and covered by a thick coat of fur that keeps them warm in the winter and cool in the summer, and protects them from the attacks of their enemies more than you might imagine. Think of them as cats, if you like – they are similar in form. Cats as big as full grown men, with claws like dagger-blades and eyes the color of blood. A long time ago, the Maorin lived in hot and mountainous regions, east of where the sands shimmered in poisonous air and west of the cliffs which plunged into ocean. But

they lived in the valleys of the harsh mountains and lived very comfortably indeed. They feared nothing, for in the mountains the most dangerous of the beasts lived in the caves and crevasses of the highest mountain tops. The Maorin hunted when they were hungry, ate the succulent valley fruit when they were thirsty, and raised their families in peace. Then, for the first time in their long racial memory, the winds changed.

Always the breezes had blown from the east, carrying salty sea air through the valleys and out into the desolate gray dunes of the desert. There was little warning and no explanation on the day when the soft winds stopped. It was uncanny. The entire valley seemed locked in time for the greater part of a day, and even the insects and wild animals were subdued. Families retreated to their homes, leaving fields untended and work in progress. Children who tried to go outdoors were thoroughly scolded by anxious-eyed mothers. The daylight hours waned, and the light faded. The quiet evening did nothing to assuage the fears of the Maorin people – the silence was far too eerie. That night the winds began again. Perhaps even the strange western wind, from the desert rather than the eastern seas, would have been reassuring if the birds hadn't left. Swirling in the dark skies as though they were chaff thrown by a miller, day- and night-time flyers alike took to the air. There was no pattern to their frantic flight. Their cries echoed off the mountains; when the cacophony was over, the birds were gone. They did not return.

The Maorin soon discovered what the birds had sensed. A foul plague was carried on the warm desert air. The Maorin's vision grew dark and their breath caught in their chests. It was not long before the leaders decided to quit the valleys and travel to land



untouched by the poisonous wind. Some said they should travel up, into the tops of the mountains and away from the poison. Others said they should go as far away from the desert as possible, to take to the ocean and float to a new home. There were great arguments on both sides, and finally the leaders decided to gather everything they could find that would float on the ocean waves, and try to cross the water. Few, they said, were strong enough to climb the mountains after breathing the poison, the sun was too harsh, there were too many predators to guard against and they could not be sure that the desert air would not eventually find its way up the mountains. So the Maorin, who had never left their valleys and were not versed in seafaring, collected food, made rafts and lowered themselves into the ocean. Only a few Maorin remained behind.

They said they were determined not to flee from hardship, but to face it head on. I think they were afraid of the rolling ocean, and would rather brave hardships than drowning. Still, perhaps they were wise, because their brethren who took to the sea were never seen again. Now the Maorin shun water absolutely. The Maorin who moved up into the high mountains escaped the poisonous desert air, but they found the terrain terribly harsh and barren. It took miles of mountain terrain to support a single person, and they became a solitary race. They learned from the predators of the upper mountains to hunt at night, avoiding the burning rays of the sun, and their vision grew keener and keener over hundreds of generations. They became strong and fierce fighters, capable of defending themselves from almost any enemy using only their claws and their amazing agility. For although they are quite large, they move with certainty over almost any surface. Except liquid, Kirt. You should never make a Maorin swim.

Hand Weapon

Damage +4
Power Cost 0

Claw Attack

Damage 2 - 8 (Ph)
Power Cost 0

Speed

Land 6.5
Swimming 5

Cat Sight

Effect See some hidden items more clearly. Brightens dark areas.

Power Cost 2

Duration About 40 seconds per experience level or until teleportation.

Natural Resistances

6 (Ph) / 5 (Co) / 3 (Fi) / 3 (El) / 2 (De) /
1 (Sl) / 3 (Ma) / 1 (Fe) / 4 (Pa) / 1 (So) /
3 (other)



CAUN



Let me tell you a tale of the Caun. You do not have to believe it, of course, but it is a common story in their world. In ancient time, a young Caun of noble blood was walking in the woods behind his home. As he was walking, he nearly stepped on the leaf-covered nest of an insect – whereupon the bug made a great buzzing sound, rose up from the ground and stung him on the leg. The bug did not expect the Caun to be so quick, however, and was caught before it could get away. The young Caun held it by the wings and looked at it severely.

“I didn’t step on your home,” he said, “and if I had, it would have been because you built it underfoot and then hid it. I think you’re a mean little bug, and I’m going to squish you.”

“Let me live,” the insect begged, “and I promise to be your friend. Anytime your people need me or my brothers, we’ll come to your aid.” But the Caun’s leg still hurt from the sting, and he hadn’t forgiven the bug yet.

“Let me live, and I’ll also show you how to make your own light,” and the insect glowed a bright yellow in demonstration. The Caun agreed to the terms, and they parted friends.

The Caun’s leg still stung, though, so he went to find some leaves from a Healer Tree to put on the wound. But this day the only Healer Tree he could find was a sapling that had only had a handful of leaves. The Caun debated whether he should strip the little tree of all its leaves, when the sapling suggested, “Don’t take my leaves and I’ll show you how to heal yourself.” The Caun was surprised, and didn’t answer right away, so the tree said, “I’ll do more. I’ll teach you the magic a sapling uses to shield itself from the violent wind.” Well, the Caun had never heard of such magic, so he agreed. The tree taught him the art of healing, and also a simple spell to shield him from enemies, and they parted friends.

The Caun continued on his walk, and after a while night fell. Some people might have been nervous because the woods are said to be haunted at night, but this was a very brave Caun. He walked through the woods and sometimes he even whistled. Then a ghost appeared in front of him and made a terrible, frightening noise, and the leaves around the ghost swirled up and around in the still night air.

The Caun looked up at the ghost and said, “I am a very great wizard, and I am going to whistle up a wind that will blow you away.” Now the Caun wasn’t really a wizard, but he glowed a bright yellow like the insect had taught him, and looked very intimidating.

“Don’t whistle,” begged the ghost, “and I’ll teach you how to move like I do, without making any noise at all.” The Caun told the ghost that if he also taught him the trick of moving the leaves, he would let the ghost go. So the ghost agreed and taught him as



much as he could. The Caun learned to move as silently as the wind and to pick up things that were too far away to touch. He was not perfect at it, but nevertheless, he and the ghost parted as friends.

Then the Caun went home and taught his people the things he had learned, and they have used their skills wisely ever after.

Hand Weapon

Damage +1

Power Cost 0

Punch

Damage 1 - 2 (Ph)

Power Cost 0

Speed

Land 6.5

Swimming 5

Distant Grab

Effect Telekinetically grab something far away.

Power Cost 8

Special Heal

Effect 3 points per Caun's experience level.

Power Cost 6

Insect Swarm

Effect Slows opponent down by getting in the way.

Damage 1 - 2 (Ph) per bug

Power Cost 6

Shield

Effect Adds 2 points to all Caun resistances.

Power Cost 4

Duration About 40 seconds per Caun's experience level or until teleportation / shape change.

Sneak

Effect Halves the distance at which creatures detect the Caun.

Power Cost 3

Duration About 10 seconds per Caun's experience level or until teleportation / shape change.

Light

Effect Brings light level to a maximum.

Power Cost 4

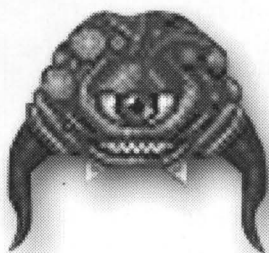
Duration About 40 seconds per Caun's experience level or until teleportation / shape change.

Natural Resistances

5 (Ph) / 4 (Co) / 4 (Fi) / 4 (El) / 5 (De) /
6 (Sl) / 4 (Ma) / 4 (Fe) / 4 (Pa) /
1 (So) / 4 (other)



OPSIS



Kirt and Grandfather walked along the winding foot trail of the nearby city park. Kirt was excited because he had seen a rat swimming in the river. His thoughts were now alternately on whether he might see a water snake (Grandfather said they would probably be hidden under bridges) and ways to catch the rat, tame it, and convince Grandfather to let him keep it as a pet. The gray-haired old man was a fast walker, and Kirt wasn't paying close attention to where he was going as he scrutinized the water. When Grandfather stopped at the stand selling helium balloons, Kirt nearly collided with him. Grandfather didn't notice. His eyes were fixed on the multi-colored floating orbs.

Let me tell you a tale of a free-floating people called the Opsi, *began the story.* Grandfather bought a balloon, but instead of handing it to Kirt, he opened his hand and watched it float away. They look very different from you and me, Kirt – they have spherical bodies covered with smooth leathery skin, and soft tentacles hang beneath them that they use like we use our hands. Mostly they use their tentacles to turn the pages of books. They just might be the most curious people I've ever heard of, and they love to study and learn more than you love to eat ice cream. They're quiet and shy, but when they become frightened they are extremely dangerous.

You see, they come from a world that's almost all clouds. They are more used to floating on the air currents than deciding where they want to go, and sometimes the wind-stirred clouds are filled with dangers. But they are far from helpless, because their minds are so intensely strong. They can tell what things are beyond their sight just by extending their thoughts through the misty darkness. That keeps them safe from dangerous surprises – they'd much rather avoid something than fight it. But if they are attacked, they can cast telepathic fear on their enemies with such intensity that most creatures simply flee in terror.

Fortunately, they have more defenses than simply making their foes afraid. Their natural enemies are voracious predators, single-minded in their quest for blood, immune to fear of any sort. Against these, the peaceful floaters have a variety of defenses. Simply by focusing on their foes, the Opsi can kill. It tires them, and leaves them a little weak, but it is an effective weapon indeed. Or, when they merely want to



escape, they can slow their tormentors' movement, until the attackers can only move sluggishly, with great effort. Lastly, they can create both fire and icy cold and throw them just like you can throw a ball. Someday I may explain how, but really it's just that when you slow air down the way you slow an enemy down, you make it very, very cold.

When the gods granted the power of shape-morphing to the Opsis, it was a great gift indeed, because they had no advanced technology, and other worlds were impossibly distant. The libraries of Dorneon, the teachings of Whordian Scholars, an entire universe of truths and secrets opened up to them when the gods gave them their gift. And do you know what they study most diligently? The mysteries of morphing, of course!

Tentacle Slap

Damage 0 - 1

Power Cost 0

Speed

Floating 4

Fireballs

Damage 10 - 20 (Fi)

Power Cost 6

Cold Blast

Damage 6 - 12 (Co)

Power Cost 3

Slow Time

Damage (3 - 12)

Doubles the time it takes an opponent to move if it overcomes opponent's Slow resistance.

Power Cost 6

Mortal Terror

Damage (3 - 12)

Makes opponent flee if it overcomes opponent's Fear resistance.

Power Cost 8

Death Blast

Damage (7 - 19)

Kills opponent if it overcomes opponent's Death resistance.

Power Cost 15

Natural Resistances

1 (Ph) / 6 (Co) / 6 (Fi) / 3 (El) / 8 (De) /
6 (Sl) / 5 (Ma) / 8 (Fe) / 6 (Pa) / 6 (So) /
6 (other)



KAHPA



Let me tell you a tale, *he began. He sat at the end of the sofa and propped his feet up, as Kirt got comfortably perched, inching forward until their heads touched. Then the old man paused.*

They are an underwater people, the Kahpa. They live under seas and oceans where the fierce rays of their planet's sun is filtered to delicate and dancing patterns. You would think that it was very dark, but to their immense eyes there is more than enough light. Their hands are webbed to the fingertips, their nails are strong and sharp, and they have a webbed crest on their heads where you have only hair. It may sound a little strange, but they are agile swimmers, even in the strongest tidal currents.

The oldest of the oldest of their legends tells of a time when no one ever ventured to the surface of their deep underwater kingdoms unless exiled. Although they could breathe air just as well as they could water, air was hurtful to them. It dried their skin and eyes, and the rocky ground cut their webbed feet like knives when they tried to walk. Plus, as you might guess, the brilliant sunlight hurt their sensitive eyes. So they stayed below, and built beautiful cities in vast marine caverns. Imagine, Kirt, what delicate buildings can be built in an underwater world. They didn't have to follow the same rules that ground-locked people do, and their world was a magnificent testament to the beauty of practical function. There were spires that twisted and soared, covered by cultivated coral and sea life until it looked as though the ground itself had risen to provide a civilization for the Kahpa to inhabit. Entrances didn't have to be closed to keep out the weather, or be on the ground, or have any particular shape.

But once, millennia ago, lived a young Kahpa who didn't appreciate the beauty of the sweeping urban vistas his people had created. He had been born with a wanderlust in his heart that wasn't satisfied with investigating the wild caves nearby or even exploring the bottomless trenches of the abyss. Instead, he would leave his home every night and sleep just beneath the silvery water's surface. When he awoke, he would stick his head into the strangely heavy world above the waves, and watch as the sun rose in a fiery blaze unlike anything in the somber world waiting beneath his feet. Heedless of pain and fearless of dangers, he was determined to learn what no one else could teach. He



ached to explore the surface world. His parents worried daily that he would someday leave, tearing his flesh on the harshness of the ground, and perhaps being eaten by terrible monsters who could survive his deadly electric shocks and sonic scream. They watched him carefully, but could never catch him as he stole away to sleep beneath the boundary between their world and the harsh air. Neither threats, nor reason, nor entreaties could make him remain safely at home.

One day, as his parents had feared, the young Kahpa did not return. They all searched for him; his parents even left the soft water to scan the beaches and fields of the upper world, but they found no sign of him. They knew that he had left voluntarily, but there were doubts whether he could fend for himself. When they returned, reluctantly, few thought he would ever be seen again. And for a long time, he wasn't. But years later, he returned, unharmed – without even the slightest of scratches. The adventurer told amazing stories of things no Kahpa had seen and lived to describe, but the strangest of all was the story of a gift from the gods which allowed him to fight with the power of a mountain, or move through the air with same joy and lightness of swimming through water. It was a gift available to all Kahpa, or at least those willing to accept and worthy to be chosen, he told them. He was the first, and gradually more and more of his people tasted the delights of surface worlds. And that is the tale Kahpa tell their children of the first shapeshifter.

Claw Attack

Damage 1 - 3

Power Cost 0

Speed

Land 6.5

Swimming 5

Underwater 7

Shock

Damage 6 - 11 (El)

Power Cost 3

Sonic Attack

Damage 3 - 6 (Land) (So)

Damage 9 - 18 (Underwater) (So)

Power Cost 6

Natural Resistances

1 (Ph) / 5 (Co) / 1 (Fi) / 6 (El) / 3 (De) /
3 (Sl) / 3 (Ma) / 2 (Fe) / 3 (Pa) / 6 (So) /
3 (other)



SSAIR



Let me tell you a tale, *said Grandfather.* *There was a sad, broken tone in his voice that made Kirt a little worried.* It is a very grim tale I'm afraid I must tell you. It is a tale of the noble people called Ssair.

They were a truly fierce people, full of fire and intractable loyalty for their families and their nations. These were not a peaceful race, Kirt, but they all shared the same ideal of honor in battle, and pride in all things martial.

Almost from birth, their children were trained in the use of weapons and hand-to-hand combat. They could swoop into battle like birds of prey, screaming a war cry that would give any sane human nightmares for a lifetime, and grapple with their enemies until only one remained alive. Teeth and

tail, claws and fire. There was no delineation of ferocity between male and female, young or old. They were all valiant fighters, seasoned veterans, and mutually honorable foes. There are many theories why their race is so – or was so – belligerent amongst themselves. No one knows for certain. Perhaps it was primarily that their lives were so short that every moment's emotion had to be pitched to an extreme. Their world provided them with all they needed without their having to work for food or shelter – without the struggle for mundane survival, perhaps they had an excess of energy they had to release somehow. If so, it was certainly quite an excess. Usually people just say that without constant warfare and battle their population would have exploded beyond their world's ability to support. Probably the answer was much more complicated than anyone could deduce. Certainly the Opsi tried, confident in the Ssair's honor not to attack them on their mission of study. The Ssair prided themselves on their strict code of ethics, and never was a visitor to their world so much as bumped. Shocked, yes, but never harmed.

Grandfather looked for a moment at the head of his cane. It was shaped like a skull, and the eyes were hollow and empty.

They were very proud, Kirt. And that made them weak.



When their greatest enemy came, they were ready to fight to the last. Even their children, no older than you, were armed and ready to die for their homes. The enemies never showed their faces on the field of war, but instead resorted to treachery. Drugs. The addition of mind-controlling chemicals to their water was slow, and very difficult to detect. Over time, the water became more and more tainted, until it was too late. They became too lethargic to care what they had become. Ssair were not used to fighting their own minds; always their spirits had been the source of all strength. Once crushed, there was no strength left within their souls to resist. To a race as proud of spirit as the Ssair, destruction of their honor bought more evil influence to feed the Dark Outcast God's appetite than would any demise, no matter how protracted. They strove against the slippery feel of the noxious drug eating hollows into their minds. As they weakened, they lost their balance and control, fell to earth and writhed in the grip of hallucination. Still they struggled. Now the lucky ones endeavor daily to fly, their wings soft and their balance corrupted. The unlucky ones have been drafted into the armies of their own foes. They cannot see what they do, or understand what they have become. The victory went to the powers of Evil. The waters remain green with acid, and the drugs flow relentlessly through their veins.

Beware the Ssair, Kirt. They who were once the most honorable of warriors have fallen, and are now among the most dangerous of foes.

Hand Weapon

Damage +6

Power Cost 0

Claw Attack

Damage 6 - 12 (Ph)

Power Cost 0

Tail Attack

Damage 4 - 10 (Ph)

Power Cost 0

Speed

Flying 7

Fire

Damage 10 - 20 (Fi)

Power Cost 6

Natural Resistances

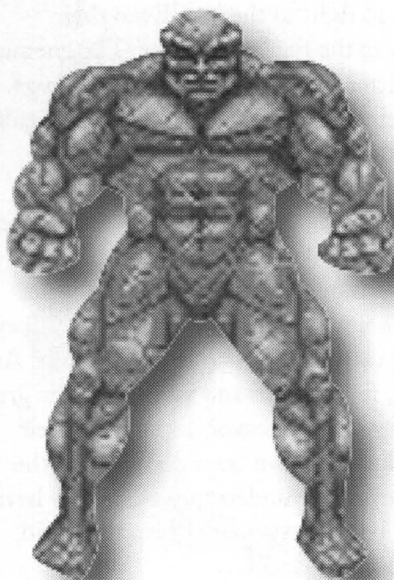
7 (Ph) / 1 (Co) / 8 (Fi) / 4 (El) / 5 (De) /

5 (Sl) / 5 (Ma) / 7 (Fe) / 4 (Pa) / 2 (So) /

4 (other)



GROST



Kirt was practicing for his martial arts classes. As he finished the kata, Grandfather smiled and thumped his cane on the polished wood floor, and Kirt leapt to his usual place. Grandfather began. Let me tell you a tale. A tale about the greatest of all the heroes in Grost history.

They always refer to him as “the Hero,” which is quite an honor in a people as brave and noble as the Grost. They say he embodies the finest of the qualities of their society. Courageous and calm, he can infect people around him with more than just the confidence needed to win, but with a strong desire to see that Right triumphs. There are times that wars ended, without bloodshed, when people stopped and considered that perhaps no one was fighting with just

cause. He is a shapeshifter, too, but different from the ones you and I usually speak of. It is a magical talent, or perhaps he is simply magic made flesh. He doesn't change forms, morphing from his true form to a borrowed one. Instead, he forms out of the very ground, and always appears where there is the greatest need. There is no legend of his first appearance – the oldest legends only tell of the One Who Comes. In battle, when the forces of Evil rage against the forces of Good, he appears where the fighting is most desperate, never tiring, and his strength and leadership turn the darkest of defeats into the most brilliant victories imaginable. People will follow him anywhere, obeying his commands with singing hearts. He has never betrayed their trust.

The Hero is everything a Grost could hope to be, and then just a little more. It is the magic in him, I suppose, that makes the difference. He is a product of dreams, it seems at times. Grost are mighty fighters, Kirt, so massive that they can knock down their enemies simple by stamping on the ground. Legend has it that the early farmers irrigated their fields by breaking the ground with such force that water welled to the surface. But the Hero – he can knock even birds flying in the air with the earthquake he can create. Even other Grost cannot withstand the shock, and topple like infants. Moreover, it is said that he can cause the very earth to reach up and shackle his enemies, that the minerals in the ground soak into his opponents. All that is left is the petrified remains of the enemy armies, standing like a forest of statues. He is indeed an invulnerable and invincible force.



People rally around him, forgetting all their fears in the glorious battle against Evil. Then, after the battles are over, and the need for his aid is past, he turns and walks away. He walks until he is past the last fallen enemy, beyond the press of his loyal comrades. Then each step brings him lower into the sand and rock, as though he is wading into the sea, until he is gone entirely.

Hand Weapon

Damage +12
Power Cost 0

Punch

Damage 12 - 24 (Ph)
Power Cost 0

Speed

Land 5
Swimming 5

Earthquake

Damage 24 - 96 (Ph)
(area immediately
surrounding you)
18 - 72 (area close nearby)
12 - 48 (area fairly close)
Power Cost 25

Paralysis

Effect (5 - 20)
Immobilizes opponent if it
overcomes opponent's
Paralysis resistance.
Power Cost 15

Natural Resistances 15 (all)

LEVEL MAPS

This section provides information about each level, including creature statistics and item locations.

MONSTER STATISTICS

Number. Number lists to how many of that creature can be found on that level.

Speed. Speed refers to how fast the creature moves when it attacks. A speed of one is barely perceptible, a speed of five can cross a medium size room in just a few seconds. The human form has a speed of five.

Resistances. A creature usually has resistances to certain kinds of attacks. If a creature has a Fire resistance of 15, it ignores the first 15 points of any fire-based attack (the Opsi Fireballs spell, for instance). An attack that normally inflicts 27 points of damage only inflicts 12 points on a creature with a resistance of 15 against that form of attack.

Ph Physical
Co Cold
Fi Fire
El Electricity
De Death
Sl Slow

Ma Magic
Fe Fear
Pa Paralysis
So Sonic
Other All other forms
of magical attack

Accuracy. The percentage of times a physical attack will land. If a creature has an accuracy rate of 25%, it will hit you about one time in four. Be careful, however, because some creatures can attack many times in a second.

Damage. Damage refers to the amount of Health Point damage a creature's attack on you will have. A physical attack will have a range of possible damage, which is random. A spell attack will always connect for the full damage (minus resistances) unless you dodge it. However, if a creature has both a minimum and maximum damage and a spell damage listed, it will attack with spells until it runs out of power, and then resort to physical attacks until it regains enough power to cast spells again.

Power. Power is the energy supply a creature uses to cast spell attacks. Each spell costs a creature about four Power Points, but some recover power too quickly to ever run out. When its power runs low, a creature will either retreat to regain Power Points, or physically attack.

Health Points. Health Points measure how much Life a creature has. Every time a creature is hit it will lose a certain amount of Health Points, until it runs out completely and dies. The number of Health Points it loses varies according to your attack. A Lightning Wand will zap 6 to 12 points, a tentacle slap only 1 (if any). Some creatures regain Health Points over time.

Experience. This refers to the amount of experience you gain for defeating a creature. The more difficult the victory, the more Experience. Innocent bystanders and many chests will not increase your Experience. After you accumulate enough Experience, your experience level increases. The higher your experience level, the more Power and Health Points you have.

Detect Distance. The detect distance is how close you are to a creature when it first notices you. Distances are measured in Automap Squares. A detect distance of 2 means you can stay safely on the opposite side of a large room. Some creatures are able to hear your approach around corners.

Attack Distance. The attack distance is how far away a creature likes to be when it attacks. For example, Boleths will fight face-to-face (Attack Distance 0), while Super Boleths like to stand four Automap Squares away (Attack Distance 4), and cast spells.

SPELLCASTING

Like your metaform spells, a creature's spell will always hit. Unlike metaform spells, a creature's spell always has a specific (rather than variable) strength. Your resistance to that form of attack (for example, **Electrical**, if attacked by a Super Boleth's magical shock, p. 20) is subtracted from the strength of the spell, and the rest of the spell inflicts damage on you.

MAP KEYS

All useful items found in *Shadowcaster* fall under five categories: Weapons (W), Armor (A), Magic Items (M), Restoratives (R) and Triggers (T). Following the category letter is a number which allows you to look up the specific item, and all pertinent information, in **Useful Items**, pp. 63 - 67.

For example, if the map key to **A** says Weapon (W7), then that weapon is located at **A** on the map. Turn to page 63 - 64 and look in the Weapons category. The seventh weapon in the category (W7) is the Fire Wand. Listed under FIRE WAND is the amount of damage it will do, how much Power it stores (100), how much Power each shot costs (8) and what sort of creatures are less vulnerable to it.

LEVEL NAMES AND NUMBERS

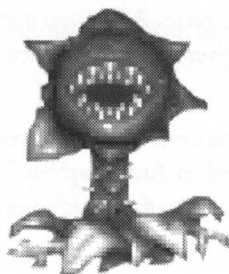
Garden Ruins.....1	Castle Keep.....12	Ssair Wellspring.....18
Flooded Palace.....2	Castle Tower.....13	Mud Mines.....20
Misty Ruins4	Slave Mines.....14	Lava Tunnels21
Dark Temple.....6	Spider Den.....15	Maze of Madness ...22
Temple of the	Flooded Caverns16	River of Blood23
Dark God7	Sea King's	Veste's Lair24
Castle Dungeon.....11	Labyrinth.....17	

GARDEN RUINS (LEVEL 1)



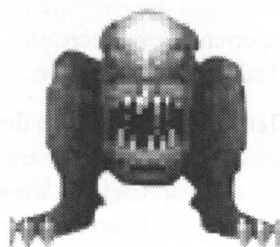
Jumping Boleth

Number	6
Speed	4
Resistances	5 (El) / 5 (Fi)
Accuracy	25%
Damage	4-16 (Ph)
Health Points	10-80
Experience	15-20
Detect Distance	7
Attack Distance	0



Floro

Number	19
Speed	3
Resistances	2 (Co) / 8 (Fe)
Accuracy	25%
Damage	4-8 (Ph)
Health Points	30
Experience	10-15
Detect Distance	5
Attack Distance	0



Super Boleth

Number	7
Speed	3
Resistances	10 (Fe)
Damage	20 (El)
Power	40
Health Points	50-70
Experience	50
Detect Distance	6
Attack Distance	4



Flames

Number	3
Resistances	99 (Ph)
Accuracy	50%
Damage	5-10 (Ph)



Disk of Woe

Number	3
Health Points	30
Experience	30



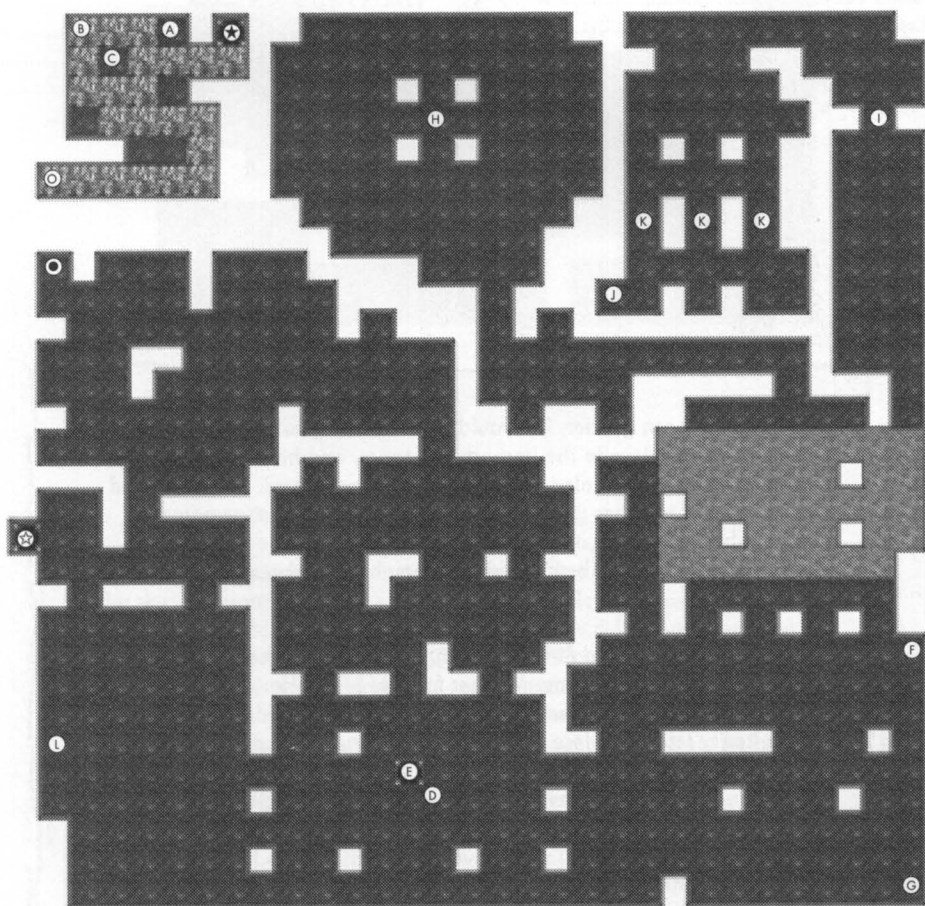
Chest

Number	1
Damage	30 (Fi)
Health Points	60

Veste, Malkor's High Priest, struck the Garden on the darkest night of the season, when the last crimson flowers had closed. His minions had harvested the countryside of all people left breathing, and gathered them within the ivy-covered walls of their most hallowed ground. Perhaps some dreaded they would be forced to witness the destruction of the Garden, but if so, they feared wrongly. As Veste began the gruesome ritual to his Master, his servants drenched the fertile soil with flowing rivers of sacrificial blood. Blackest sorcery prolonged the victims' agonized terror, and the Gardens absorbed it all: necromancy, anguish and blood. The Dark Priest's curse ran true, and the Gardens still live, lusting for more death and sheltering the pets of Veste.

GARDEN RUINS MAP KEY

A	Potion (R1)
B	Weapon (W7)
C	Obelisk
D	Chest (T2)
E	Teleporter to Flooded Palace
F	Return from Flooded Palace
G	Weapon (W11)
H	Weapon (W7)
I	Weapon (W1)
J	Trigger (T1)
K	Disk of Woe
L	Potion (R1)
O	Level Entrance
★	Teleport to ●
●	Arrive from ★
☆	Level Exit



FLOODED PALACE (LEVEL 2)



Ceiling Stalker

Number.....	4
Speed.....	3
Resistances.....	5 (Co) / 8 (Fe) / 5 (Fi)
Accuracy.....	30%
Damage.....	4-16 (Ph)
Health Points.....	40-75
Experience.....	10-20
Detect Distance	4
Attack Distance	0



Skeleton

Number.....	1
Speed.....	3
Resistances.....	None
Accuracy.....	25%
Damage.....	4-12 (Ph)
Health Points	70
Experience.....	25
Detect Distance.....	5
Attack Distance	0

If times had been gentler, he would have been a great king. Already he had earned his place in the immortal histories, and he was still young. Not yet fifty, he had ruled the land for seventeen years. The tribes had been brought together under his banner, and even the river-nomads came when he called council. But times were not gentle. In fact, they were over. Instead of the greatest of rulers, he would earn the silent title of Last King.

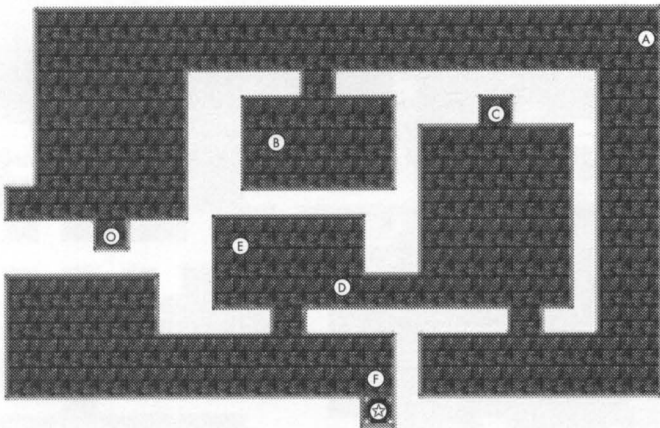
He saw the final guard fall. The crumpled forms morphed in death from Maorin fighters to the more familiar faces of his lifetime comrades. There was no time to mourn them, however, nor would there be opportunity later. His face was lacerated and ruined, but impassive, as the warrior-ruler fought his way back to his throne room – only his remaining eye showed any feeling at all. It glittered with hate and determination.

He reached his seat of power just in time. There was a covenant. He had listened where the priests had not, and he knew what all others had scoffed at was sacred truth. With his soul, he could summon the Powers.

(cont.)

FLOODED PALACE MAP KEY

A	Chain (T3)
B	Trigger (T4)
C	Headless Skeleton
D	Potion (R2)
E	Armor (A2)
F	Trigger (T1)
O	Level Entrance
☆	Level Exit



... Neither gods nor spirits answered his call, but the very Essences of the sky and ground, oceans and abyss. His people were lost, but the world itself could be kept from Veste's grasp. He called on those wild forces to hide the entrance to the Otherworld Door and cleanse the palace of the unholy skeletons. He summoned creatures from darkness to defend the halls and Shiastra's Key from all intruders, and he bound those forces to the final task of sealing and flooding the palace halls.

It was a desperate action, and the cost was the absolute sacrifice of his immortal soul, a final solution to be brought to bear against the ultimate foe. What is left of the great man now abides in his ensorcelled home, awaiting the next invasion with soulless patience.

MISTY RUINS (LEVEL 4)



Blemid

Number	6
Speed	3
Resistances	5 (Fe)
Accuracy	15%
Damage	4-8 (Ph)
Health Points	30-80
Experience	15-40
Detect Distance	8
Attack Distance	1



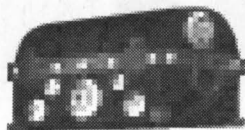
Boleth

Number	2
Speed	4
Resistances	5 (El)
Accuracy	10%
Damage	4-16 (Ph)
Health Points	70-100
Experience	20-25
Detect Distance	5
Attack Distance	0



Skeleton

Number	28
Speed	4
Resistances	99 (Fe) / 5 (Fi) / 5 (Mi)
Accuracy	20%
Damage	2-10 (Ph)
Health Points	50
Experience	15
Detect Distance	6
Attack Distance	1



Chest

Number	1
Health Points	25

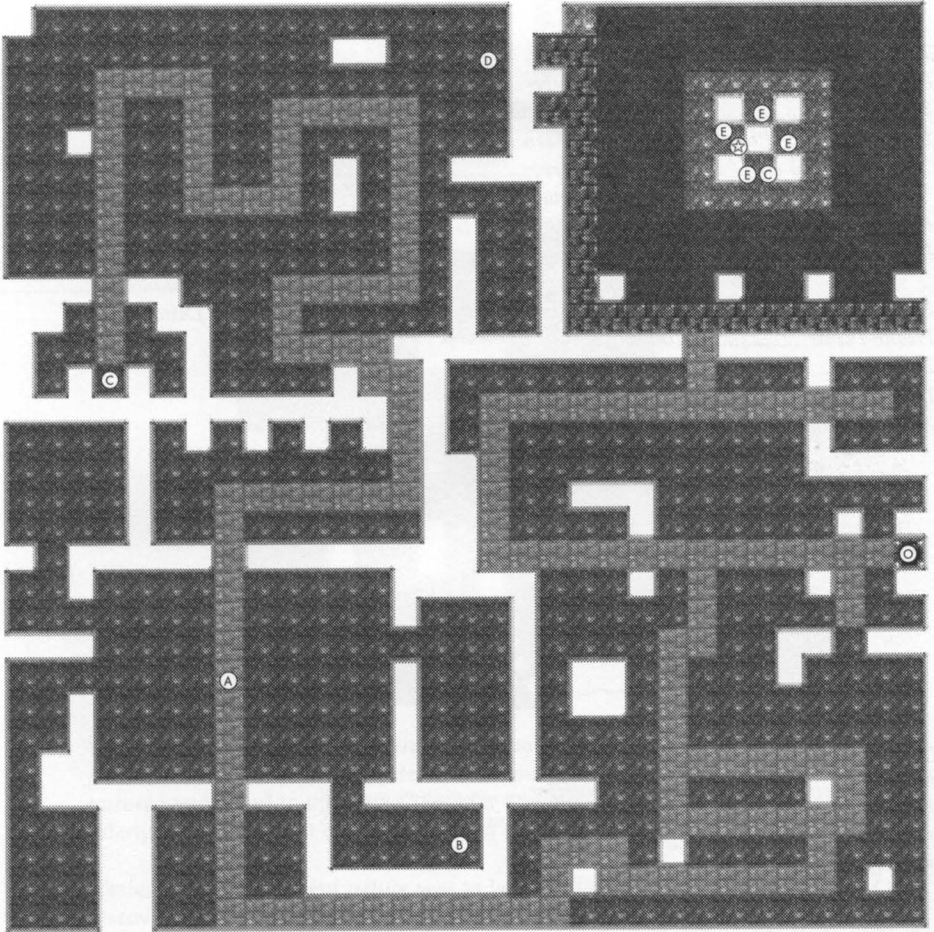
Shiastra had designed the holy parks herself. There was no record of this fact, but neither was there any doubt. The meandering walks seemed to go nowhere, yet one who followed them to their conclusion would have completed a journey of spirit. The meditation areas, open to the stars, captured only birdsong, music and laughter. The gentle voices of Shiastra's students seemed to add to an inaudible undercurrent of comfort. It was soothing just being near her temple.

No words could describe the beauty of the holy parks of Shiastra, and since the passing of Veste's legions, no language can describe the horror. The spacious avenues are now home to an army of undead warriors. They wait until an unfortunate student is unwise enough, ignorant of the temple's fate, to venture within the silent walls. Then they descend upon their victim, and from the fresh corpse they burn away all the fleshy remains.

(cont.)

MISTY RUINS MAP KEY

A	Trigger (T5)
B	Chest (W14)
C	Trigger (T1)
D	Weapon (W9)
E	Statue
O	Level Entrance
☆	Level Exit



... The bones are then tempered in the defiled and unholy waters. The binding ritual is performed in Malkor's name. Thus they add to their number.

It is said that Shiastra, when her temple was breached, caused the ground to swallow the tower entirely. Shiastra's Way was lost to all worlds, consumed by the darkness of the Outcast God.

DARK TEMPLE (LEVEL 6)



Zardaz Guardian

Number	1
Speed	3
Resistances.....	3 (Ph) / 3 (Co) / 3 (El) / 10 (Sl) / 99 (Fe) / 3 (Fi)
Accuracy.....	50%
Damage	2 (Ma) 6-12 (Ph)
Power.....	200
Health Points	100
Experience	300
Detect Distance.....	8
Attack Distance.....	8



Blemid

Number	14
Speed	3
Resistances.....	None
Accuracy.....	25%
Damage	4-10 (Ph)
Health Points	60
Experience	30
Detect Distance.....	6
Attack Distance.....	0



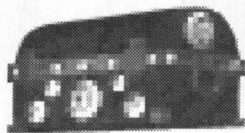
Bat

Number	10
Speed	4
Resistances.....	None
Accuracy.....	5%
Damage	1-3 (Ph)
Health Points	5
Experience	5
Detect Distance.....	5
Attack Distance.....	1



Disk of Woe

Number	1
Speed	6
Health Points	6
Experience	50

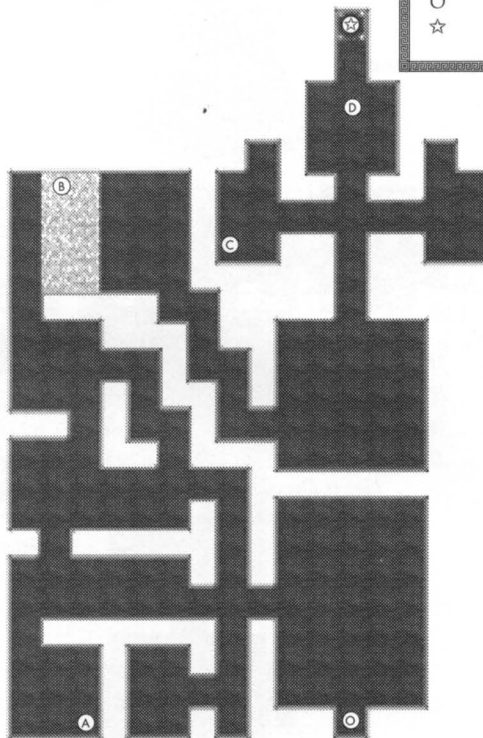


Chest

Number	2
Health Points	25

DARK TEMPLE MAP KEY

A	Potions (R2), (R3)
B	Acid Moat
C	Weapon (W16)
D	Obelisk
O	Level Entrance
☆	Level Exit



Shiastra's power was great enough to conceal her temple, but not to save her followers. Her parks were defiled, and her quiet followers were taken, tortured and gifted to the Dark One. Her accomplishments were undone utterly when the Priest of Evil uncovered passage to her hidden domain.

Veste, whose malevolent nature was to twist and distort all things worthy, discovered that Shiastra's residual power created a strong focus for his demonic practices. The last of Shiastra's students had their forms and souls divested. Their shapes, stolen, were given to the servants of Veste. The spirits, without form or identity, were used as base fuel for the demons battling on distant worlds. Within the temple, the once-bright corridors dimmed to a midnight hue.

Eventually the potential of the blighted world thinned as the population grew sparse. Veste moved on, leaving only a Zardaz Guardian, a handful of mindless soldiers and death.

TEMPLE OF THE DARK GOD – PART ONE

(LEVEL 7)



Rice Snake

Number.....	4
Speed.....	3
Resistances.....	None
Accuracy.....	30%
Damage.....	5-20 (Ph)
Health Points.....	61-93
Experience.....	75
Detect Distance.....	5
Attack Distance.....	0



Blue Phantom

Number.....	2
Speed.....	3
Resistances.....	8 (Co) / 2 (Sl) / 8 (Fe) / 6 (De)
Damage.....	17 (Ma, El) (Power Drain)
Power.....	100
Health Points.....	60
Experience.....	100
Detect Distance.....	7
Attack Distance.....	7



Zardaz Guardian

Number.....	1
Speed.....	3
Resistances.....	3 (Ph) / 3 (Co) / 3 (El) / 10 (Sl) / 99 (Fe) / 3 (Fi)
Accuracy.....	50%
Damage.....	2 (Ma) 6-12 (Ph)
Power.....	200
Health Points.....	150
Experience.....	350
Detect Distance.....	7
Attack Distance.....	7



Skeleton

Number.....	8
Speed.....	3
Resistances.....	99 (Fe)
Accuracy.....	25%
Damage.....	4-12 (Ph)
Health Points.....	40
Experience.....	10
Detect Distance.....	5
Attack Distance.....	0



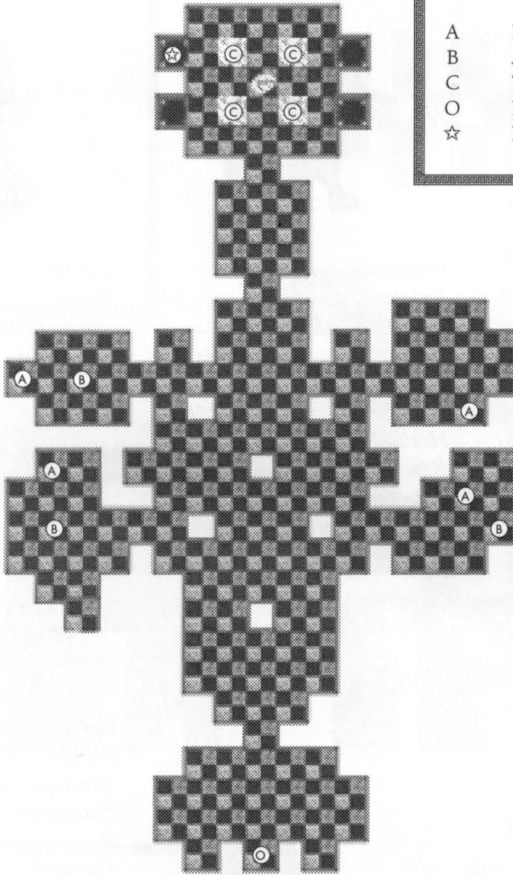
Disk of Woe

Number.....	4
Health Points.....	5
Experience.....	10

TEMPLE OF THE DARK GOD

MAP KEY

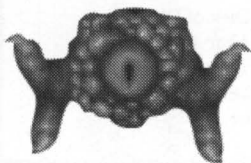
- | | |
|---|-----------------|
| A | Disk of Woe |
| B | Altar |
| C | Tipless Obelisk |
| O | Level Entrance |
| ☆ | Level Exit |



There was no doubting when the time for Veste to smite his enemies had come to hand. The omens were quite clear. Veste sacrificed two of his most pious and noble captives in his rituals to Malkor, and the will of the Dark God was manifest. The first victim struggled, an ancient priest without the strength to walk in a windstorm, and Veste laughed. The stone knife cut like leather-stropped steel, and the old man shuddered once and died. His drying eyes remained fixed on Veste's face in frozen defiance as the Dark Priest split his chest open and pulled out the steaming organs needed to read the future. But then Veste's red, slick hands paused as the soft tissues spilled onto the altar. The time was unexpectedly near, too near. The sacrifice was complete, even without reading the patterns of gore and offal, for there was no heart.

(cont., p. 36)

CASTLE DUNGEON (LEVEL 11)



Blue Monitor

Number	5
Speed	5
Resistances	8 (Fe)
Damage	3 (El)
Power	50
Health Points	100-120
Experience	50-90
Detect Distance	7
Attack Distance	5



Werewolf

Number	14
Speed	3
Resistances	99 (El)
Accuracy	25%
Damage	6-12 (Ph)
Health Points	50
Experience	100-120
Detect Distance	6
Attack Distance	6



Cleric

Number	1
Health Points	100
Experience	60

WINE CELLAR (LEVEL 11)



Chest

Number	1
Health Points	25



Red Phantom

Number	2
Speed	3
Resistances	None
Accuracy	25%
Damage	16 (Ma, El) 4-12 (Ph)
Power	100
Health Points	100
Experience	100
Detect Distance	7
Attack Distance	7

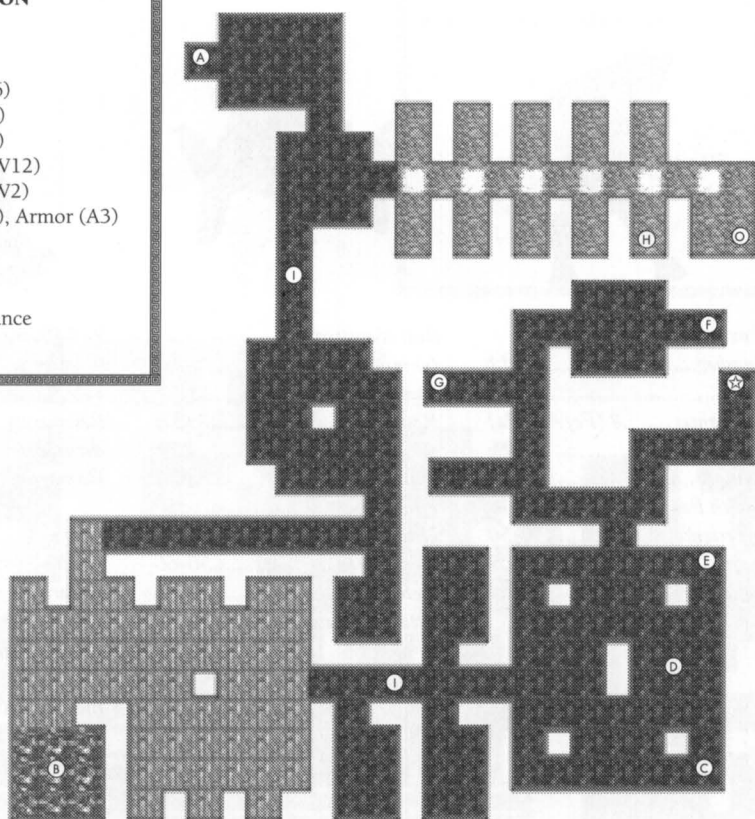
Castle Dorneon is the oldest structure in the worlds known to shapeshifters. It stands on a foundation of bedrock, near a river etched into the hard stone, for as long as any known history. Simple in design, it expanded and changed as time, weather and wars showered damage onto its rough walls. Enemies were a rare phenomenon in that part of the world, and there was little economic gain in the thin topsoil and shallow waters. True, the battered gray edifice was never a home to legendary heroes fighting and dying in battles to save worlds – its defenses were weak and shadowy. Nobility in thought was practiced more than valor in battle.

(cont.)

CASTLE DUNGEON

MAP KEY

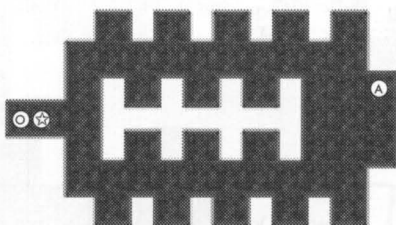
A	Trigger (T6)
B	Armor (A1)
C	Potion (R2)
D	Weapon (W12)
E	Weapon (W2)
F	Potion (R1), Armor (A3)
G	Stairs
H	Cleric
I	Barrel
O	Level Entrance
☆	Level Exit



WINE CELLAR

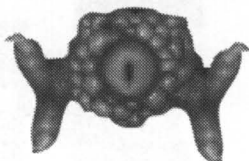
MAP KEY

A	Chest w/ Journal
O	Level Entrance
☆	Level Exit



... The first and final battle with Evil was short-lived. The castle people were unsuspecting and unprepared. The inhabitants fell quickly before the initial onslaught of Veste's wolves — their attempts to protect themselves were as useless as trying to placate an earthquake. There was no mercy to be wrought from a heart that had stopped beating. People were destroyed by the four-legged monsters, only to rise again to prowl the castle corridors. Their fates were worse than most conscripts to Veste's army. The remaining captives were locked away, and their life-forces were drained dry by the long-robed sorcerers who claimed the castle as their own.

CASTLE KEEP (LEVEL 12)



Werewolf

Number.....	12
Speed.....	5
Resistances.....	8 (Fe) / 4 (Pa)
Accuracy.....	10%
Damage.....	6-12
Health Points.....	100-130
Experience.....	30-50
Detect Distance.....	5
Attack Distance.....	1

Red Monitor

Number.....	4
Speed.....	4
Resistances.....	2 (Fi)
Accuracy.....	25%
Damage.....	3 (El)
Power.....	50
Health Points.....	100-120
Experience.....	50-60
Detect Distance.....	6
Attack Distance.....	6

Red Phantom

Number.....	11
Speed.....	3
Resistances.....	2 (Fi)
Accuracy.....	25%
Damage.....	16 (Ma, El) 4-12 (Pb)
Power.....	100
Health Points.....	100-120
Experience.....	100
Detect Distance.....	6
Attack Distance.....	6

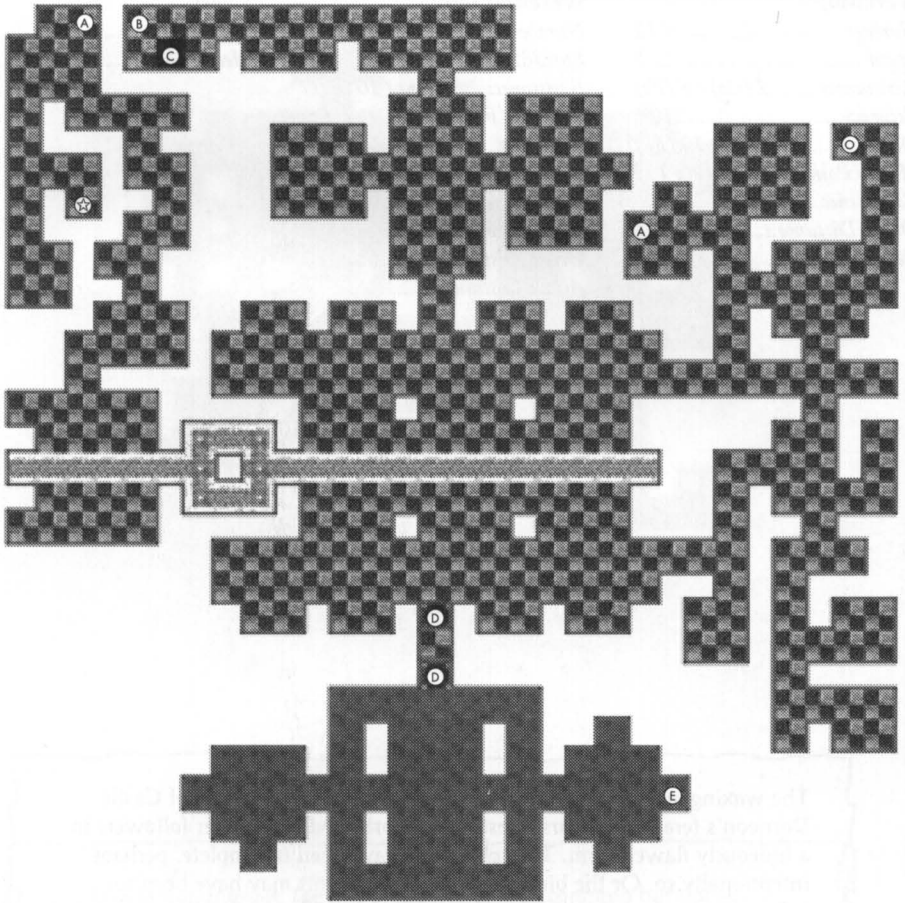
Blue Phantom

Number.....	2
Speed.....	4
Resistances.....	8 (Co) / 2 (El) / 6 (Fe) / 8 (De)
Damage.....	17 (Ma, El) (Power Drain)
Power.....	100
Health Points.....	100
Experience.....	100
Detect Distance.....	7
Attack Distance.....	7

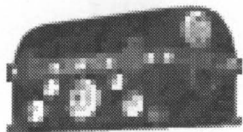
Castle Dorneon was small and humble, ruled in turn by despots and wise men, distinctive in only one feature. Within its walls there were vaults of knowledge. For as long as recorded history, the oral traditions of all accessible peoples were converted to text, carefully transcribed by patient clerics of precise memory and listening skills. When the gods manifested themselves and bestowed their divine gift, and the world was traveled by shape-morphers, the stories of fantastic lands were also recorded in detail. Nowhere has there been such a vast collection of stories, memoirs and historical treatises to rival the Dorneon Libraries, nor will there ever be again. The robed phantom sorcerers looted and defiled the treasured shelves, substituting volumes of history and legend with the grimoires of Veste and his darkling servants. All that remains of Castle Dorneon is a hollow shell and mockery of wisdom.

CASTLE KEEP MAP KEY

- A Potion (R1)
- B Weapon (W13)
- C Power Pool
- D Teleporter to/from Library
- E Book of Leffar
- O Level Entrance
- ☆ Level Exit



CASTLE TOWER (LEVEL 13)



Werewolf

Number	12
Speed	5
Resistances	2 (Co) / 8 (Fe)
Accuracy	10%
Damage	6-12 (Ph)
Health Points	120-135
Experience	100
Detect Distance	5-6
Attack Distance	0

Werewolf Lord

Number	1
Speed	5
Resistances	5 (Co) / 10 (El) / 10 (Fe) / 5 (De) / 10 (Pa)
Damage	3 (El)
Power	300
Health Points	250
Experience	500
Detect Distance	6
Attack Distance	6

Chest

Number	1
Health Points	25

The waxing and waning forces of the moon were the life-tide of Castle Dorneon's feral conquerors. Veste had imprisoned his weaker followers in a hideously flawed form. The spells may have been incomplete, perhaps intentionally so. Or the binding of the stolen forms may have been too influenced by the lunar cycles of an alien moon. The results, however, were nightmarish for both stalkers and victims — both were cursed.

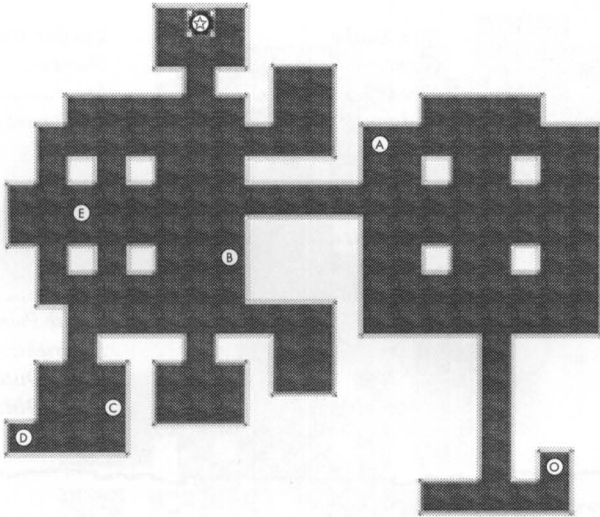
The high tower was central to the wolven interlopers. There, the moon's power was most effective, with less stone and mortar to block the pale glow of the night-sun's face. Perhaps the tower's history also magnified the evil. It was in these rooms that the first strike had been made for Veste's cause. Treachery had opened the door.

(cont.)

CASTLE TOWER

MAP KEY

A	Potion (R2)
B	Weapon (W8), Trigger (T7)
C	Magic Item (M2)
D	Chest (W4), (M1)
E	Obelisk
O	Level Entrance
☆	Level Exit



... As was not unusual, the gift of morphing was common but not universal. Those not blessed by the grace of the gods served in places of lesser prestige and power. In a center of Otherworld visitors, such a plight of perceived menial servitude and mistreatment rankled sharply. When the Otherworld door was blood-baptized in invitation to Veste, the door could not be closed to him again.

TEMPLE OF THE DARK GOD – PART TWO
 (LEVEL 7)



Flames	
Number	2
Resistances.....	15 (Ph) / 99 (all others except Co, Ma)
Accuracy	50%
Damage	10-20 (Ph)
Health Points.....	25
Experience	25
Detect Distance.....	4
Attack Distance.....	1



Rice Snake	
Number	1
Speed	3
Resistances.....	None
Accuracy.....	30%
Damage	5-20 (Ph)
Health Points.....	61-93
Experience	75
Detect Distance.....	5
Attack Distance.....	0



Zardaz Guardian	
Number	1
Speed	3
Resistances.....	3 (Ph) / 3 (Co) / 3 (El) / 10 (Sl) / 99 (Fe) / 3 (Fi)
Accuracy.....	50%
Damage	2 (Ma) 6-12 (Ph)
Power.....	200
Health Points	100
Experience	300
Detect Distance.....	8
Attack Distance.....	8

(cont. from p. 29)

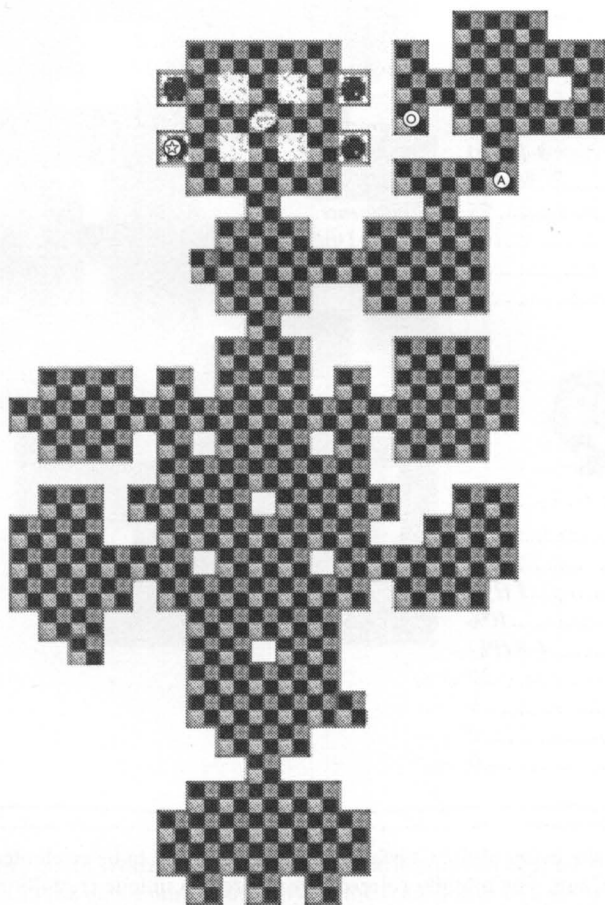
The time to destroy the People had come at last. Yet perhaps it was too soon. The People were stronger than ever before in their history, both in heart and in the protection of their gods. Their gods, in turn, were strengthened by the worship and respect they received from the flourishing and wise civilization. United, the gods and their People were unlikely to be destroyed by any attack made by Veste and his minions. Even a frontal attack would have only served to strengthen the servants of Good. It was a conundrum. The attack had to be insidious – not so much at the People, but between the People and their solicitous pantheon.

Veste's purpose was two-fold. His master, Malkor, outcast from the company of his brethren deities, hungered for revenge. The Dark One demanded the humiliation and downfall of those who had ostracized him from his own kind, who had erased his name and struck his image from the temples. This was a difficult task for any mortal to accomplish, no matter how much power he commanded. Veste had to make careful preparation, or all his plans would come to naught. He could not afford to strengthen his enemies' convictions and beliefs by starting a war which would strengthen the bonds between them and their gods. There must be a way to divide the forces, an attack from a direction so unexpected it would distract them from their virtuous ways. Veste retired to his master's temple and meditated.

(cont., p. 42)

TEMPLE OF THE DARK GOD MAP KEY

- A Flames
- O Level Entrance
- ☆ Level Exit



SLAVE MINES (LEVEL 14)



Shroom

Number	3
Speed	1
Resistances	1 (Ph)
Accuracy	20%
Damage	10 (other) 3-8 (Ph)
Power	50-100
Health Points	75
Experience	100
Detect Distance	6
Attack Distance	3

Slave Driver

Number	11
Speed	2
Resistances	3 (Ph) / 3 (Co) / 8 (Fe)
Accuracy	25%
Damage	6-12 (Ph)
Health Points	125
Experience	100
Detect Distance	5
Attack Distance	2

Boar Lord

Number	1
Speed	3
Resistances	5 (Ph) / 5 (Co) / 3 (El) / 3 (Sl) / 10 (Fe) / 3 (So) / 6 (Fi) / 16 (De) / 3 (Pa) / 3 (other)
Accuracy	35%
Damage	10-20 (Ph)
Health Points	200
Experience	300
Detect Distance	5
Attack Distance	2



Slave

Number	8
Speed	2
Resistances	1 (Ph)
Accuracy	10%
Damage	4-8 (Ph)
Health Points	20
Detect Distance	5
Attack Distance	0
Experience	0

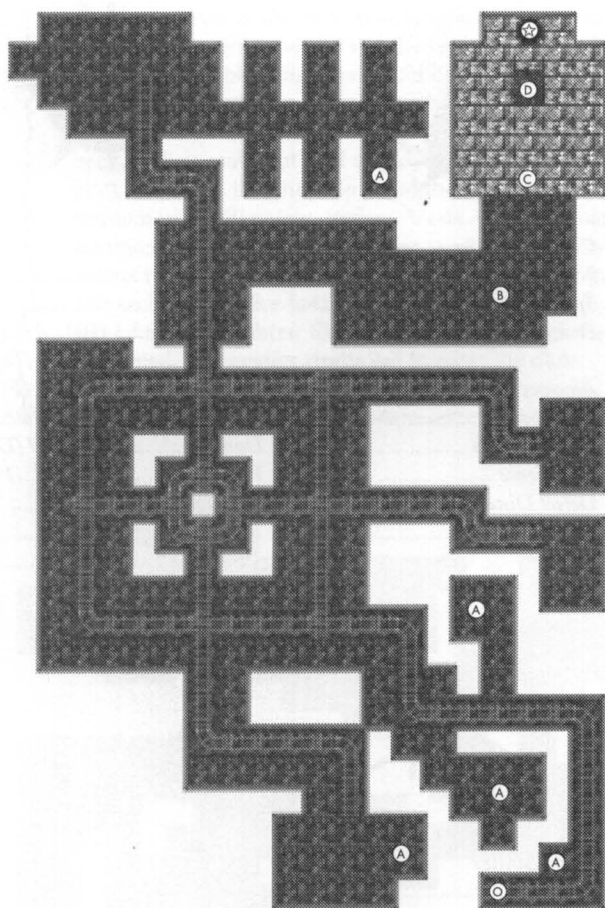
The discovery of the Crystal Mines was an event to be celebrated amongst the Caun. The brightly colored gems were of a unique crystalline structure which could resonate with both mundane and mystical energies. Some hailed it as the discovery of a power source which would make perpetual motion possible, while the more practical saw it as, if nothing else, a boon to the local economy. Even the most pessimistic saw nothing but good coming out of those particular mountains. Sadly, Veste's spies also eyed those mines as beneficial for their own quest, and wasted no time in notifying their master. The skills of the Caun for Light, Shield and rapid Healing made them invaluable as slave-miners.

(cont.)

SLAVE MINES

MAP KEY

- A Weapon (W6)
- B Armor (A5)
- C Trigger (T8)
- D Potion (R4, R5)
- O Level Entrance
- ☆ Level Exit



... Only they could withstand the blast of the excavation bombs, see their way clearly in the dark tunnels, and survive the cruel lashes of their brutal slave-drivers. The mines prospered. A single Caun hero, Geirob, made one valiant attempt to restore his people's freedom by smuggling in a seed to the Tree of Life, but he was captured and the seed confiscated before he escaped. Veste ordered the seed planted and tended, but starved of water and nourishment so that it would bear no fruit, as a symbol of the absolute stranglehold he had on the Caun. Demoralized, the Caun workers grew listless and weary, and the spark of hope became too dim to recognize.

(cont., p. 41)

SPIDER DEN (LEVEL 15)



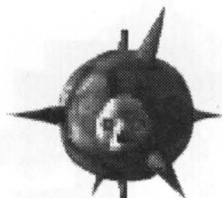
Shroom

Number	14
Speed	1
Resistances	6 (De) / 1 (all other)
Damage	10 (other)
Power	100
Health Points	50-55
Experience	50
Detect Distance	6
Attack Distance	2



Ceiling Spider

Number	8
Speed	3
Resistances	2 (Co) / 1 (all other)
Accuracy	25%
Damage	2-6 (Ph)
Health Points	20
Experience	25
Detect Distance	5
Attack Distance	1



Skull Mine

Number	3
Speed	1
Resistances	5 (Ph) / 8 (El) / 3 (Sl) / 10 (Fe) / 3 (So) / 3 (Fi) / 15 (De) / 3 (Pa) / 3 (other)
Damage	2-9 (De)
Power	100
Health Points	75
Experience	75
Detect Distance	5
Attack Distance	2



Giant Spider

Number	7
Speed	3
Resistances	3 (Ph) / 3 (Co) / 3 (El) / 3 (Sl) / 5 (Fe) / 5 (So) / 3 (Fi) / 8 (De) / 3 (Pa) / 3 (other)
Accuracy	40%
Damage	10-20 (Ph)
Health Points	80-130
Experience	60-100
Detect Distance	6
Attack Distance	1



Floor Spider

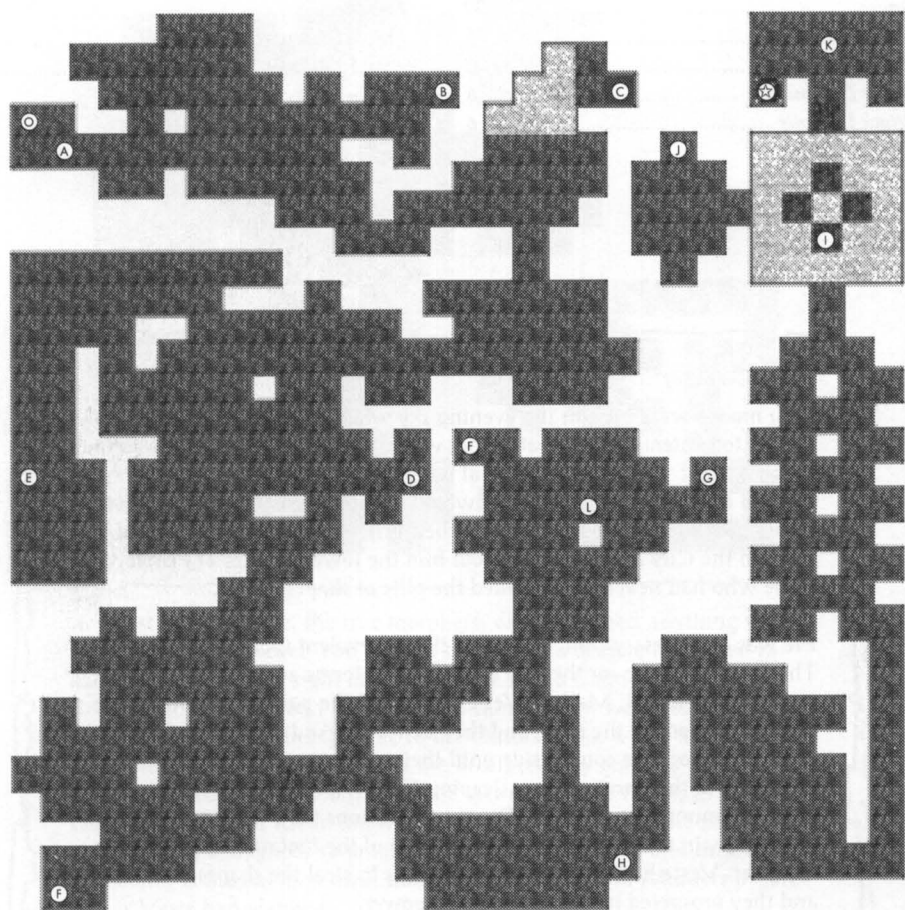
Number	8
Speed	4
Resistances	2 (Co) / 1 (all other)
Accuracy	25%
Damage	2-6 (Ph)
Health Points	25
Experience	25
Detect Distance	5
Attack Distance	1

SPIDER DEN MAP KEY

A	Weapon (W1)
B	Weapon (W7)
C	Power Pool
D	Weapon (W11)
E	Potion (R1)
F	Weapon (W6)
G	Weapon (W17)
H	Potion (R2)
I	Trigger (T9)
J	Trigger (T10)
K	Obelisk
L	Weapon (W19)
O	Level Entrance
☆	Level Exit

(cont. from p. 39)

The lower level of the mine was originally the bastion of resistance for the Caun who sought to withstand the forces of Evil. It had a water source, and even pale, blind fish that could be caught with ease for sustenance. Ğeirob used the lower tunnels as a base, from which he would quietly venture out on his missions. The boar slavers would never venture below, because they could not heal quickly enough to survive the lethal spider bites, nor could they hope to avoid them as Ğeirob could. His fight for freedom was, ultimately, useless. Veste, with his shape-stealing spells, summoned the powers of Darkness, and in the murky mines below, the waters turned to poison and acid, while the spiders grew a hundredfold. The webs they wove for the hapless hero were deadly. Weakened from lack of food and water, Ğeirob was ultimately ensnared and, over time, consumed. The spiders continued to roam the dark.



TEMPLE OF THE DARK GOD – PART THREE
 (LEVEL 7)



Green Ssair (Guard)

Number.....	2
Speed.....	2
Resistances.....	6 (Fi) / 2 (Mi)
Accuracy.....	30%
Damage.....	1 (El) 8-24 (Ph)
Power.....	100
Health Points.....	75
Experience.....	100
Detect Distance.....	8
Attack Distance.....	6



Rice Snake

Number.....	3
Speed.....	3
Resistances.....	None
Accuracy.....	30%
Damage.....	5-20 (Ph)
Health Points.....	61-93
Experience.....	75
Detect Distance.....	5
Attack Distance.....	0

(cont. from p. 36)

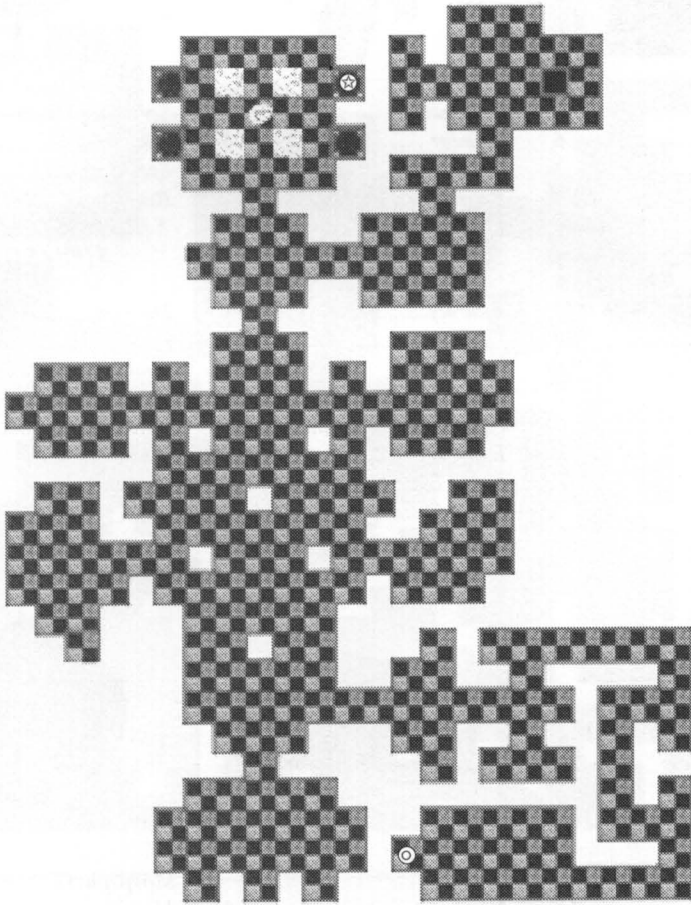
Both moons were high in the evening sky when Veste entered the unholy temple to contemplate the battle that would soon begin. When the second moon had set, and the night was at its darkest, he emerged. He had decided on a course of action that would eventually send tendrils of evil throughout the known worlds until their grip was too tight to unwind. He went to the City and gathered about him the lowest classes of People, those who had never been granted the gifts of shapeshifting.

He was an emissary from the last of the Benevolent Gods, he told them. The time had come for them to take on other forms and use them in the service of their god, Malkor. Veste whispered the poisoned words to the weakest citizens of the City, and they believed. And believing, they spread the word across the countryside until their numbers were great enough to be deadly to the unsuspecting, sleeping City. Moving in the darkness, they captured animals and People. On some occasions they were quick enough to ensnare, in tangled webs of sorcery, one of the fantastic forms of a morpher. Veste had taught them the rituals to steal the shapes of others, and they prospered in their new-found power.

(cont.)

TEMPLE OF THE DARK GOD MAP KEY

- Level Entrance
- ☆ Level Exit



... Most of the People, the true morphers, did not suspect anything was wrong. Riodn, however, had noticed that the new temple flourished in darkness, far from the sight of the City. He sent a Caun-morpher to stealthily investigate, and the news that came to him was blood-chilling. There were sacrifices being made to the Outcast God. Veste himself had performed some of the rituals, and the breathless spy reported that the priest had held the glossy organs of the victim over the flames as though scrying some secret. Riodn knew the signs, and denounced the new sect publicly. Veste laughed, summoned bolts of fire and acid, and threw them at Riodn. As the old man died, the first battle of the Kin Murders began. Just as Veste had planned.

(cont., p. 50)

FLOODED CAVERNS (LEVEL 16)



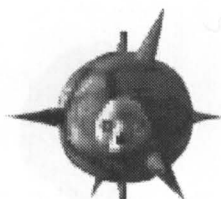
Tar Creature

Number	6
Speed	4
Resistances	3 (Ph) / 3 (El) / 3 (Sl) / 3 (Fe) / 3 (So) / 99 (De) / 10 (Pa) / 10 (other)
Accuracy	15%
Damage	8-16 (Ph)
Health Points	100
Experience	75
Detect Distance	7
Attack Distance	0



Red Ssair

Number	3
Speed	4
Resistances	3 (Ph) / 10 (El) / 10 (Sl) / 10 (Fe) / 10 (So) / 99 (Fi) / 12 (De) / 10 (Pa) / 10 (other)
Accuracy	40%
Damage	2 (Fi) 6-30 (Ph)
Power	100
Health Points	100
Experience	250
Detect Distance	6
Attack Distance	2



Spinning Mine

Number	3
Speed	1
Resistances	2 (Ph) / 5 (Co) / 5 (El) / 5 (Sl) / 5 (Fe) / 5 (So) / 5 (Fi) / 5 (De) / 5 (Pa) / 5 (other)
Damage	3 (Fi, El or De)
Power	100
Health Points	75
Experience	120
Detect Distance	5
Attack Distance	2



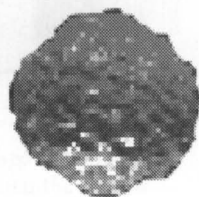
Acid Burst

Number	11
Speed	2
Resistances	20 (Ph) / 10 (El) / 10 (Sl) / 99 (Fe) / 10 (So) / 10 (Fi) / 99 (De) / 10 (Pa) / 10 (other)
Accuracy	40%
Damage	10 (Ph)
Health Points	50
Experience	0
Detect Distance	5
Attack Distance	3



Chest

Number	2
Resistances	5 (Ph)
Health Points	25

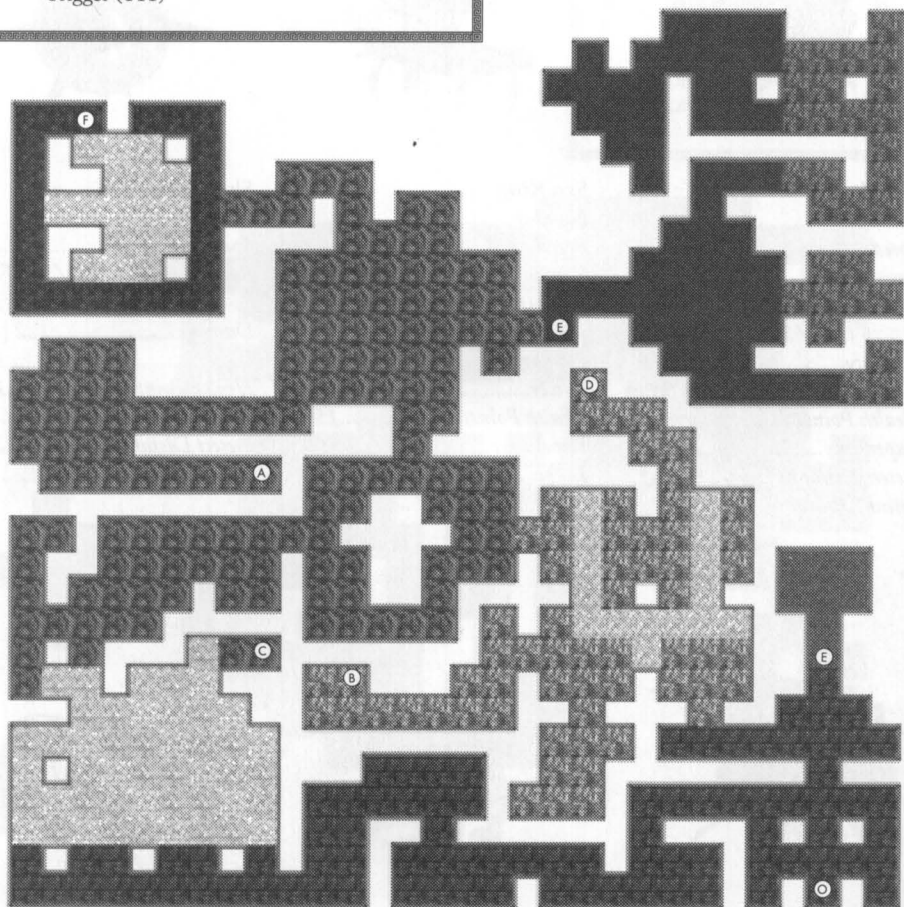


Morpsphere

Number	1
Speed	3
Resistances	5 (Ph) / 3 (Co) / 3 (El) / 3 (Sl) / 3 (Fe) / 3 (So) / 3 (Fi) / 10 (De) / 3 (Mi) / 3 (Pa) / 3 (other)
Damage	10 (other)
Power	200
Health Points	50
Experience	300
Detect Distance	6
Attack Distance	6

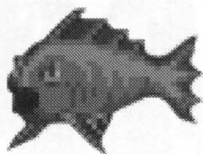
FLOODED CAVERNS MAP KEY

A	Weapon (W5)	E	Dive to Exit
B	Chest (W15)	F	Potion (R1)
C	Chest (A4), (R3)	O	Level Entrance
D	Trigger (T11)		



By far, the easiest worlds for Veste to conquer were the ones that tore themselves apart in the pre-battle turmoil. Jerron, the Floating World, was one such self-destructive society. They were a highly advanced amphibian civilization who knew and appreciated the delights of open air, as well as the buoyant pleasures of the deep sea. Their cities tended to incorporate both elements, and many of these metropolises grew to be centers of commerce vast beyond comparison. As reports of Veste's triumphs were carried to Jerron by the ever-decreasing shape-morphers, the people's despair grew, and out of despair grew a violent frustration. City turned upon city, and citizen upon citizen. The Dark Army's arrival was too late to visit destruction upon the world, and needed only to place its own creatures within the townships before sweeping onward.

SEA KING'S LABYRINTH (LEVEL 17)



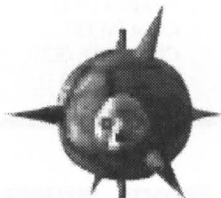
Piranha

Number.....	4
Speed.....	3
Resistances.....	2 (Ph) / 5 (Co) / 2 (El) / 3 (Sl) / 15 (Fe) / 5 (De) / 3 (Pa) / 3 (other)
Accuracy.....	25%
Damage.....	2-6 (Ph)
Health Points	10
Experience.....	10
Detect Distance.....	6
Attack Distance.....	2



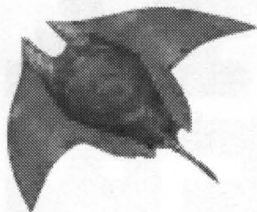
Sea King

Number.....	1
Speed.....	2
Resistances.....	8 (Ph) / 6 (Co) / 10 (El) / 10 (Fe) / 2 (Fi) / 16 (De) / 15 (Pa) / 15 (other)
Damage	24 (Ma)
Power.....	150
Health Points	150
Experience.....	500
Detect Distance.....	6
Attack Distance.....	4



Skull Mine

Number.....	6
Speed.....	1
Resistances.....	5 (El) / 99 (Fe) / 99 (De) / 10 (Pa)
Damage	2 (Fi)
Power.....	100
Health Points	100
Experience.....	75
Detect Distance.....	6
Attack Distance.....	2



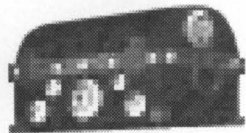
Manta

Number.....	10
Speed.....	2
Resistances.....	3 (Ph) / 3 (Co) / 2 (El) / 3 (Sl) / 3 (Fe) / 15 (Fi) / 8 (De) / 8 (Pa) / 8 (other)
Damage	3 (El)
Power.....	100
Health Points	25
Experience.....	30
Detect Distance.....	6
Attack Distance.....	2



Blue Ssair

Number.....	10
Speed.....	3
Resistances.....	2 (Ph) / 6 (Co) / 99 (El) / 6 (Sl) / 6 (Fe) / 6 (Fi) / 12 (De) / 6 (Pa) / 6 (other)
Damage	3 (El)
Power.....	100
Health Points	75
Experience.....	150
Detect Distance.....	6
Attack Distance.....	2

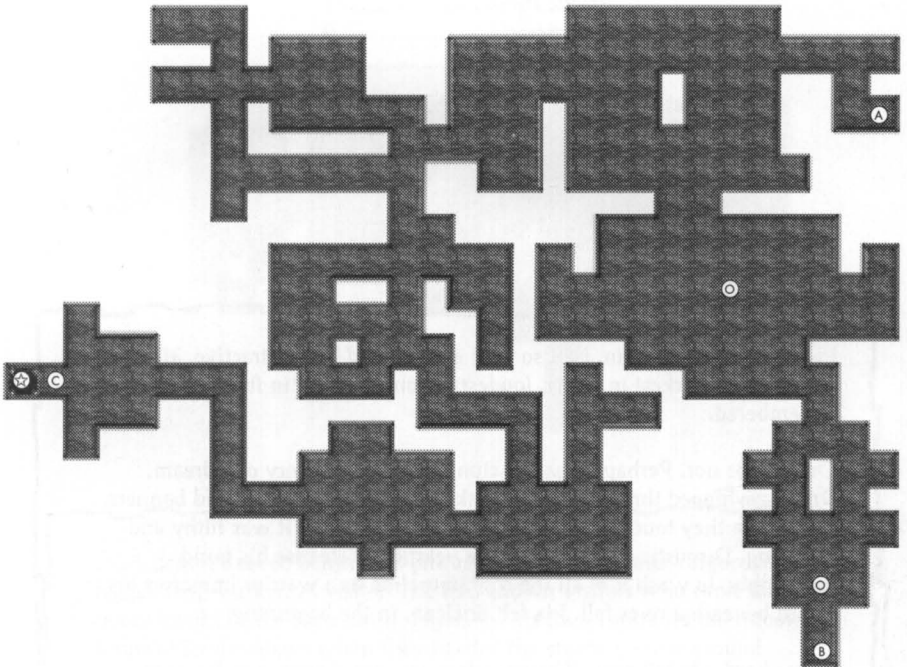


Chest

Number.....	1
Health Points	25

SEA KING'S LABYRINTH MAP KEY

- | | |
|---|-------------------|
| A | Chest (W13), (R1) |
| B | Armor (A5) |
| C | Trigger (T12) |
| O | Level Entrance |
| ☆ | Level Exit |



When the people who once inhabited the realm of Jerron had perished, and the sunken avenues and corridors were infested with deadly creatures, Veste created an aquatic fiend to guard the entrance to the rest of his conquered realms. But more than the teleport gate is guarded by the powerful Sea "King." Within his den is also the salvation of the Ssair, a valiant race who struggled against the invasion of Veste's monsters well past the point when lesser beings would have been defeated and destroyed. Veste used a fiercer method of coercion with them, drugging them into submission and contaminating their water source with acid poisons. The black irony of Veste's malevolent whim is that weaker Ssair who submit to the will of Veste are sent, unawares, to stand guard over the tablet which could redeem their entire race.

SSAIR WELLSPRING (LEVEL 18)



<i>Red Ssair</i>	
<i>Number</i>	7
<i>Speed</i>	3
<i>Resistances</i>	6 (Ph) / 10 (El) /
	10 (Sl) / 10 (Fe) / 10 (So) /
	99 (Fi) / 12 (De) / 10 (Pa) /
	10 (other)
<i>Accuracy</i>	25%
<i>Damage</i>	8-16, +2 (Fi)
<i>Power</i>	100
<i>Health Points</i>	75
<i>Experience</i>	0
<i>Detect Distance</i>	6
<i>Attack Distance</i>	2

He had once been vain. Not so long ago, he had been attractive, athletic and fierce – quickest in battle, loudest in song, bravest in flight. This he remembered.

Or perhaps not. Perhaps what he clung to was a memory of a dream. Dreams whipped through his mind like brightly colored, tattered banners, and where they touched, they left multi-colored trails. It was filthy and appalling. Disgusting. At first he had yearned to cleanse his mind thoroughly, to wash it of all the contamination as a warrior immerses his sword beneath a river-fall. He felt unclean, in the beginning.

It was harder to tell now. The new dreams were clearer than his own thoughts. They had sharper images. Sometimes, in his dreams, he was once again an embattled fighter....

He almost shifted his position on the cold stone floor. He was uncomfortable. The edge of a wing was doubled back at what should be an impossible angle, and the tip gouged his side each time he drew a breath. He ached. But recently the smallest friction would rub scales loose, and therefore he remained very still. From where he lay, he could see three coppery scales, and they frightened him. Shiny little things an arms-length away from his eyes. His scales. Separate from his body.

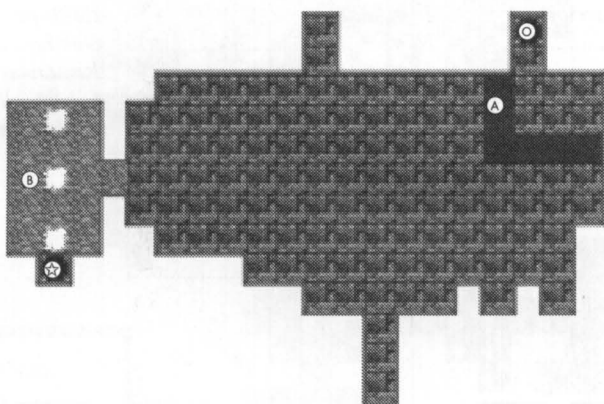
Around his own neck he wore a chain with seven suspended scales that he had cut from the vanquished bodies of his foes. Those he had taken with the tip of his sharpest knife. These three on the ground had simply been brushed away. He lay ignominiously defeated on an empty battlefield, vanquished by shadows – he had never even glimpsed an enemy.

(cont.)

SSAIR WELLSPRING

MAP KEY

A	Acid River
B	Obelisk
O	Level Entrance
☆	Level Exit



... A dream flashed behind his dimming eyes. There was a figure of a two-legged land-walker. A visitor? He had known visitors who came and never fought in the Ssairstone battles. Some of his own comrades often took forms of land-walkers when they needed the steadier, close-ground maneuvering. It was not something done often, because visitor forms could not be attacked with honor. But still ... he did not recognize this two-legged.

Perhaps it was the enemy. He lay still, barely breathing at all. He tasted the dream's shadow with his mind; perhaps he had been unwise to shut his mind to the dreams. He had heard, as a child, that truth could be found in the mind's night travel. True, these were different and alien, but perhaps there were still answers to be found in their flickering.

When the next one came, he received it boldly ... but it did not carry the land-walker. Instead, he was falling from a great height, with his shimmering scales slipping off and streaming away. The second dream was of his only mate devouring herself in a blood-frenzy. When the final dream came, he was weak. He trembled and wept but could not keep it at bay; he was whirled inside. Bright and sharp-edged, the images lasted well past his final breath.

TEMPLE OF THE DARK GOD – PART FOUR
 (LEVEL 7)



Green Ssair (Warrior)	
Number	1
Speed	2
Resistances	6 (Fi) / 2 (Mi)
Accuracy	30%
Damage	8-24 (Ph)
Health Points	90
Experience	75
Detect Distance	5
Attack Distance	0

Rice Snake	
Number	3
Speed	3
Resistances	None
Accuracy	30%
Damage	5-20 (Ph)
Health Points	61-93
Experience	75
Detect Distance	5
Attack Distance	0

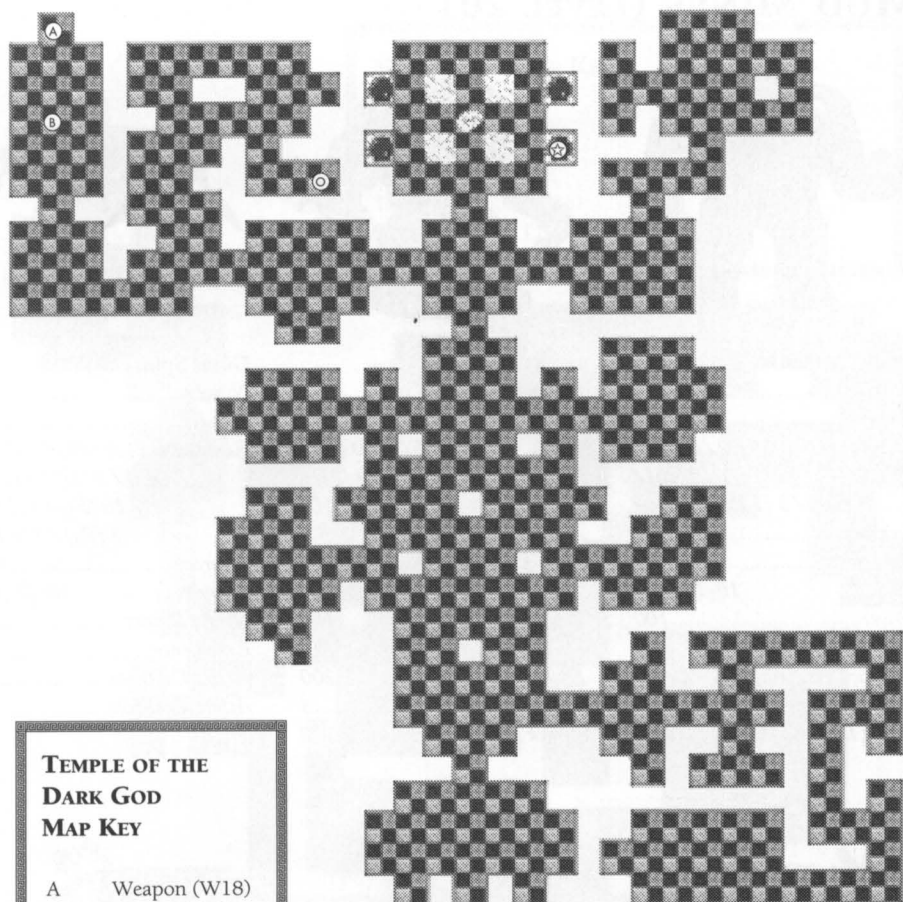
Ice Rope	
Number	1
Resistances	15 (Ph) / 99 (all others except So, Fi)
Health Points	20

(cont. from p. 43)

Veste flew back to his temple in the form of an enormous carrion-bird. He spelled the doors closed, and bound demons and djinn to protect the edifice from all comers. There were other things which he had to do now, and four generations of People was all the time he could spend accomplishing those goals. That would be time enough for the ties between the People and their gods to dissolve without the inevitable healing process undoing all his work.

He had kept the spirits of the sacrificial victims in a spiritual limbo, and now he manifested them in soldiers of his own creation. They would be the forefront of his army. A horde of fearless, obedient killers would sweep through civilizations, destroying all who recognized the grace of Malkor's treacherous kin. The doorways to these worlds were in the deepest, most protected part of his temple, and were stabilized through both sorcery and necromancy. The forces that held them open were invulnerable to any power, save his own. They stood as dark obelisks – a focus to the powers of himself and his god. There was only one danger: there would be doppelgangers of these obelisks created in the backlash of the powerful rituals, and they would be antithetical to his own. Any gods who claimed these obelisks could use them as their own, and use them towards a noble purpose. To do that, however, they would have to search diligently, and Veste suspected they would be far too busy for that.

(cont.)



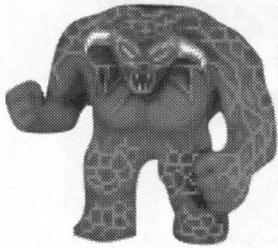
**TEMPLE OF THE
DARK GOD
MAP KEY**

- | | |
|---|----------------|
| A | Weapon (W18) |
| B | Trigger (T13) |
| O | Level Entrance |
| ☆ | Level Exit |

... Meanwhile, outside the walls of the temple, the rift began to show between the People and their gods. The gods had given the gift of morphing to those deemed most worthy, but had never intended to create a caste system among their worshippers. One had grown, however. Those deemed Most Worthy considered all others Less Worthy, and undeserving of the same advantages enjoyed by those touched by the gods. The gods saw this differently. The Kin Murders further dismayed them. The noble and prosperous civilization that had worshipped them tore itself apart as factions grew and divided, and battles began to ignite in instances that only called for an arbiter. The gods grew distant as their People grew more and more unjust. Only Tovason withheld his judgment, and watched with concern.

(cont., p. 56)

MUD MINES (LEVEL 20)



Earth Elemental

Number	2
Speed	1
Resistances	3 (El) / 3 (Sl) / 3 (Fe) / 3 (So) / 10 (Fi) / 5 (De) / 3 (Pa) / 3 (other)
Accuracy	40%
Damage	25 (Fi) 10-15 (Ph)
Power	100
Health Points	100
Experience	100
Detect Distance	5
Attack Distance	0



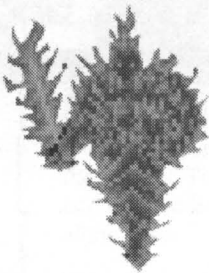
Lava Man

Number	8
Speed	2
Resistances	10 (El) / 10 (Sl) / 99 (Fe) / 99 (So) / 99 (Fi) / 15 (De) / 15 (Pa) / 15 (Mi)
Accuracy	45%
Damage	28 (Fi) 5-20 (Ph)
Power	100
Health Points	125
Experience	200
Detect Distance	5
Attack Distance	0



Giant Spider

Number	3
Speed	3
Resistances	3 (Ph) / 3 (Co) / 3 (El) / 3 (Sl) / 3 (Fe) / 3 (So) / 10 (Fi) / 5 (De) / 3 (Pa) / 3 (other)
Accuracy	40%
Damage	10-20 (Ph)
Health Points	75
Experience	75
Detect Distance	5
Attack Distance	0



Fire Elemental

Number	1
Speed	3
Resistances	5 (El) / 5 (Sl) / 5 (Fe) / 5 (So) / 99 (Fi) / 10 (De) / 5 (Pa) / 5 (Mi)
Accuracy	30%
Damage	8-16 (Ph)
Health Points	200
Experience	250
Detect Distance	5
Attack Distance	0



Chain of Woe

Number	1
Health Points	25
Experience	25

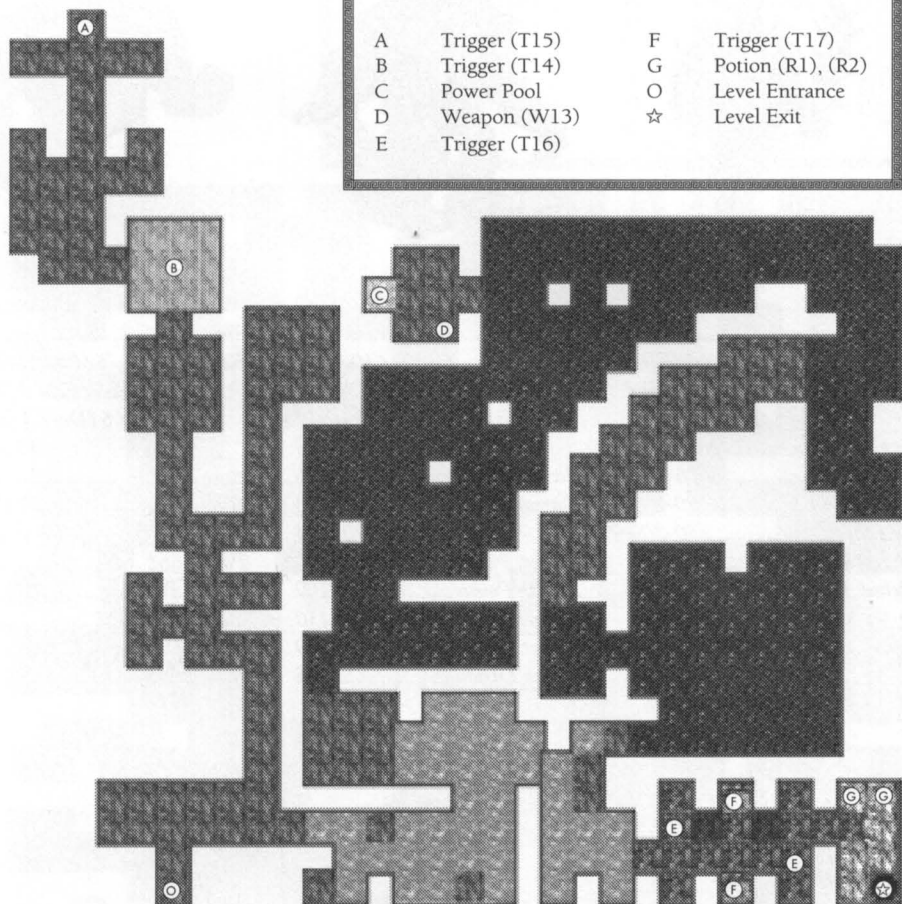


Mud Geyser

Number	6
Speed	0
Resistances	10 (all)
Accuracy	20%
Damage	6-20 (Ph)
Health Points	100
Experience	0
Detect Distance	1
Attack Distance	0

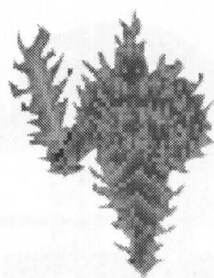
MUD MINES MAP KEY

A	Trigger (T15)	F	Trigger (T17)
B	Trigger (T14)	G	Potion (R1), (R2)
C	Power Pool	O	Level Entrance
D	Weapon (W13)	☆	Level Exit
E	Trigger (T16)		



This world consumed itself as Veste looked on. The disappearance of the shape-morphers had been at first a tragic mystery for the people of Lorrunas; suddenly an entire segment of society was pulled away, leaving no trace but an echo of their cries. The second stroke of the sorcerous assault was a ten-day or more in coming. Even then, in the beginning, it was slow and difficult to see. Buildings began to cant, subtly at first, then more noticeably. Soon they toppled, no matter how firm their moorings. The ground became soft and pliant, and the heaviest objects began to sink. Within months, the last of the marks of civilization had been swallowed, and the people were marooned on a desert where once a flourishing civilization had been. Living like animals, they knew they were doomed. The plants lay dying on the treacherous soil, and the lakes and rivers were likewise drying up, or draining away. Time moved slowly, until the desiccated corpses of the last of the tribes of people lay like scattered twigs on the ground. Then they, too, began to settle into the ravenous ground. Below, Veste's elementals carved a tunnel to his domain.

LAVA TUNNELS (LEVEL 21)



Fire Elemental

Number	7
Speed	4
Resistances	6 (Ph) / 5 (El) / 5 (Sl) / 5 (Fe) / 5 (So) / 99 (Fi) / 10 (De) / 5 (Pa) / 5 (other)
Accuracy	30%
Damage	8-16 (Ph)
Health Points	150-250
Experience	150-300
Detect Distance	6
Attack Distance	0



Lava Man

Number	9
Speed	2
Resistances	6 (Ph) / 10 (El) / 10 (Sl) / 10 (Fe) / 10 (So) / 99 (Fi) / 15 (De) / 10 (Pa) / 10 (other)
Accuracy	45%
Damage	28 (Fi)
	5-20 (Ph)
Power	100
Health Points	150-200
Experience	200-250
Detect Distance	10
Attack Distance	5



Earth Elemental

Number	2
Speed	2
Resistances	5 (Ph) / 3 (El) / 3 (Sl) / 3 (Fe) / 3 (So) / 10 (Fi) / 6 (De) / 3 (Pa) / 3 (other)
Accuracy	45%
Damage	27 (Ma)
	10-25 (Ph)
Power	100
Health Points	175
Experience	200
Detect Distance	5
Attack Distance	0



Lava Burst

Number	1
Speed	0
Resistances	30 (Ph) / 99 (all others)
Accuracy	50%
Damage	5-10 (Ph)
Health Points	25
Experience	0
Detect Distance	6
Attack Distance	0

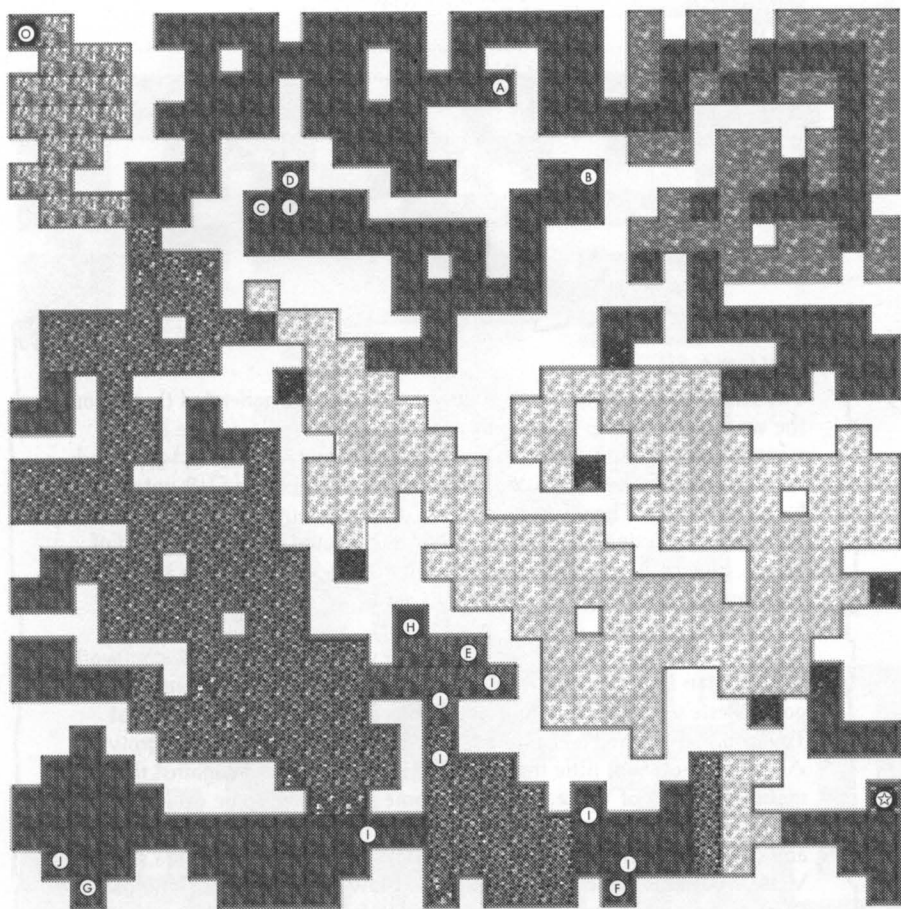


Geyser

Number	5
Speed	0
Resistances	30 (Ph) / 99 (all others)
Accuracy	40%
Damage	5-15 (Ph)
Experience	0
Detect Distance	5
Attack Distance	0

LAVA TUNNELS MAP KEY

A	Trigger (T18)	G	Trigger (T20)
B	Trigger (T19)	H	Power Pool
C	Potion (R2)	I	Cobble-Stone Wall
D	Royal Book	J	Obelisk
E	Weapon (W19)	O	Level Entrance
F	Magic Item (M2)	☆	Level Exit



As Veste acquired more and more conquered realms, his evil became more insidious. His technique became a source of amusement for him, and the sufferings of his victims became a challenge of finesse. His earlier conquests were more brutal. Fire would wash the terrain, killing all it touched, sinking into the ground to destroy the worlds on all levels. This maelstrom of hellfire grew tedious, but served a purpose. Veste paved the way to his own domain with buffer zones of roiling, destroyed worlds. An impassable barrier for mortals to follow, they also served as a trophy of his triumphs. Surely none could tell from the molten remains that Vrisat, now just a stepping stone to the Center of Darkness, was once the fountainhead of the Whordian Philosophy of balance and justice.

TEMPLE OF THE DARK GOD — PART FIVE

(LEVEL 7)



Rice Snake

<i>Number</i>	6
<i>Speed</i>	3
<i>Resistances</i>	None
<i>Accuracy</i>	30%
<i>Damage</i>	5-20 (Ph)
<i>Health Points</i>	61-93
<i>Experience</i>	75
<i>Detect Distance</i>	5
<i>Attack Distance</i>	0

(cont from p. 51)

The temple was Veste's focus of power. All the Evil generated throughout the worlds he conquered was funneled to the dark halls, where it was stored in anticipation of the final battle. Malkor would face Tovason and the others, and when it was done, there would be nothing left untouched by his influence. There were obstacles, of course, but all portents read that the forced of Veste would triumph. Nowhere could be seen an omen of defeat. Not even Tovason, who had suspected Veste's motives from the beginning, could foresee a victory for Good.

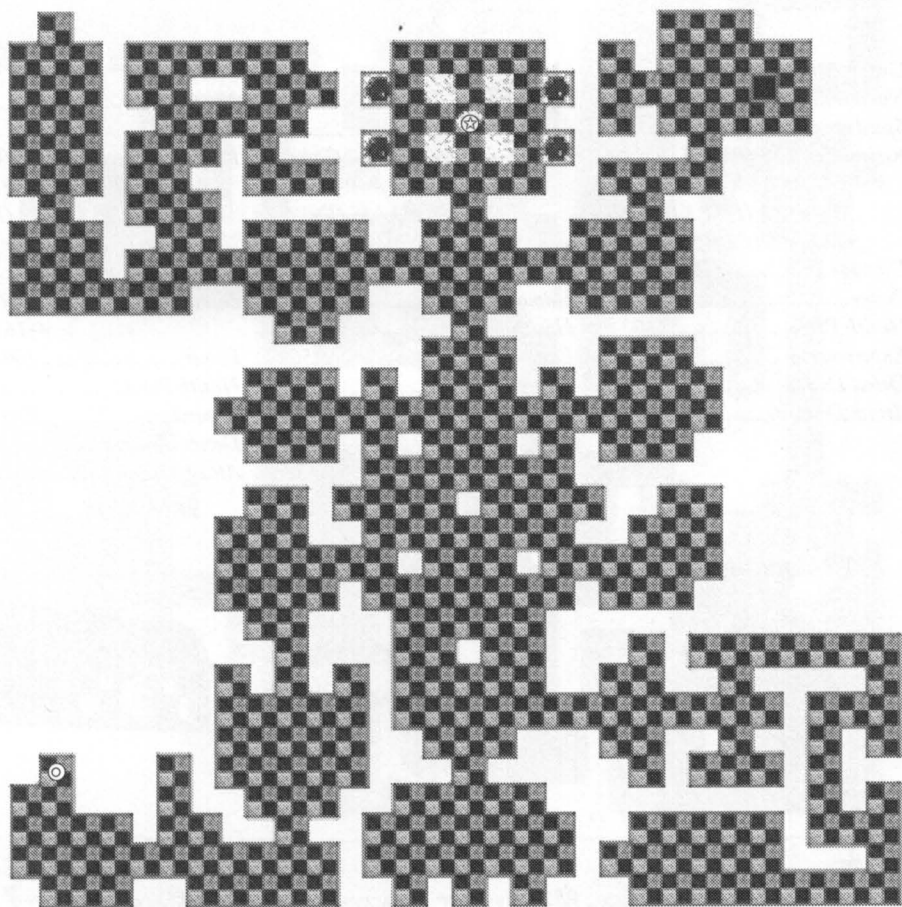
As the decades passed, and the armies of Evil conquered world after world, Veste began to prepare for his final assault against the People and their gods. Veste was confident, but not foolhardy. There were rumors that Tovason had fostered a champion, and that the child was nearly grown. Although there was little that any single human could do against the mobilized forces of Veste, the troublesome details had to be dealt with. Veste sent spies throughout the known worlds and beyond, in search for any human who had the touch of Tovason. It was not, after all, a step that Veste would not have taken eventually. Now that the People had lost the favor of their protectors, they were ready to fall. And after they fell, world after world would open up to the advances of evil. Even the ones beyond. Tovason's champion would fall the moment he emerged from his hiding place — and the door to a new world would be open.

After four generations had come and gone, Veste readied his forces for their re-emergence into the realm of the People. He destroyed the obelisks before he left, to eliminate the remote chance that an enemy could use the Otherworld doors and strike him from behind, using his own temple as a base. On a night when the moons rose together in full crimson harmony, Veste blew open the doors to the world he had left more than a century ago, and began the invasion once more against the People.

(cont.)

**TEMPLE OF THE
DARK GOD
MAP KEY**

- Level Entrance
☆ Level Exit



... In the dark and echoing halls of Veste's temple, the only signs of life were the patrols of the guards and the rustling of the robed phantoms. Each different section was sealed securely from the others. Lurking, mindless predators paced the corridors, hungry for flesh in a place containing only dry and dusty death. They waited, while outside the last of the living were inevitably defeated.

(cont., p. 59)

MAZE OF MADNESS (LEVEL 22)



Green Monitor

Number	4
Speed	3
Resistances.....	3 (Ph) / 5 (Co) / 5 (El) / 8 (Sl) / 15 (Fe) / 5 (So) / 5 (Fi) / 5 (De) / 5 (Mi) / 5 (Pa) / 5 (other)
Damage.....	10 (other)
Power	100
Health Points	100
Experience	200
Detect Distance.....	6
Attack Distance.....	4



Skeleton

Number	10
Speed	3
Resistances.....	5 (Ph) / 3 (Co) / 3 (El) / 3 (Sl) / 99 (Fe) / 3 (So) / 3 (Fi) / 15 (De) / 3 (Mi) / 3 (Pa) / 3 (other)
Accuracy.....	50%
Damage	4-6 (Ph)
Health Points	25
Experience	50
Detect Distance.....	4
Attack Distance.....	4



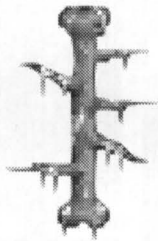
Pterodactyl

Number	10
Speed	4
Resistances.....	3 (Ph) / 3 (Co) / 3 (El) / 3 (Sl) / 3 (Fe) / 3 (So) / 15 (Fi) / 3 (De) / 3 (Mi) / 3 (Pa) / 3 (other)
Accuracy.....	20%
Damage	2 (Ma) 4-16 (Ph)
Power	100-200
Health Points	75
Experience	150-200
Detect Distance.....	7
Attack Distance.....	7



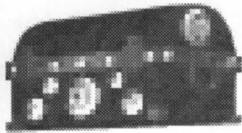
Heart

Number	1
Speed	2
Experience	100



Bone Freeze

Number	1
Speed	0
Resistances.....	5 (Ph) / 99 (all others except Fi)
Accuracy.....	50%
Damage.....	1 (Co) 5-20 (Ph)
Power	200
Health Points	50
Experience	250
Detect Distance.....	8
Attack Distance.....	8

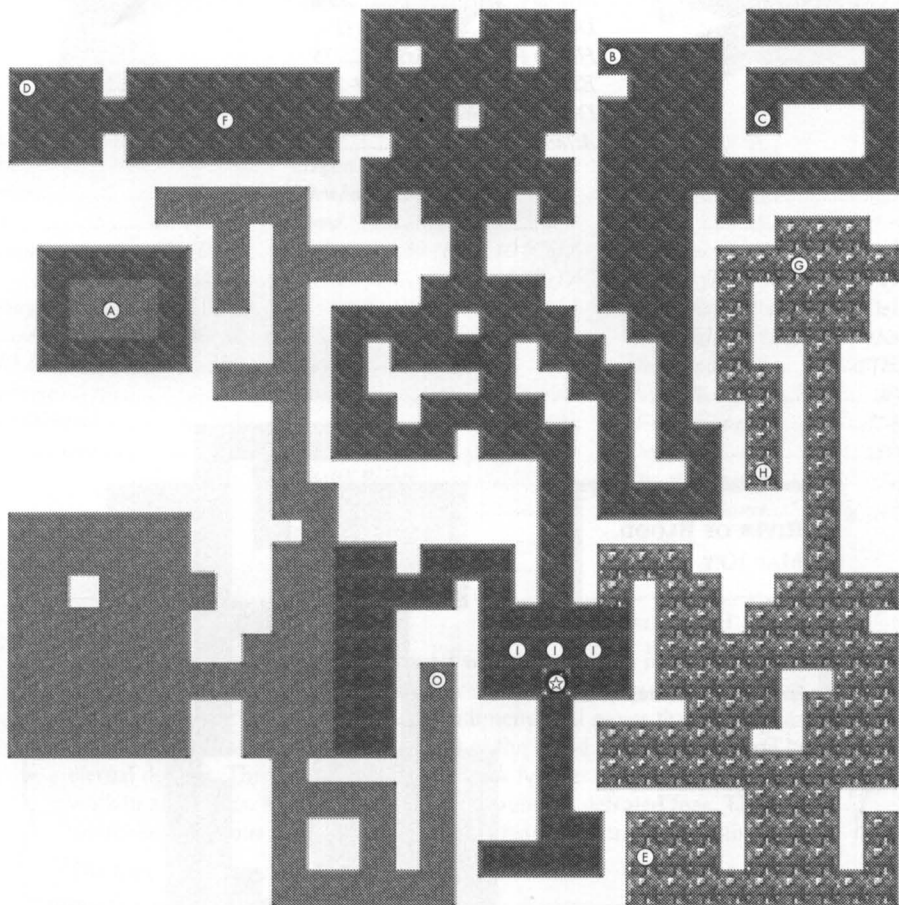


Chest

Number	1
Damage	1 (Fi)
Power	100
Health Points	50
Experience	50

MAZE OF MADNESS MAP KEY

A	Trigger (T21)	E	Chest (R1), (R2), (W10)	☆	Level Exit
B	Potion (R2)	F	Trigger (T24)	I	Pillar
C	Trigger (T22)	G	Bone Freeze	O	Level Entrance
D	Trigger (T23)	H	Trigger (T25)		

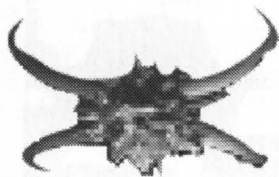


(cont. from p. 57)

Veste heard the whispers of the gods. They spoke of a Shadow Caster, one whose future was lost in uncertainty. They spoke of his coming in the muted tones of deities defeated, still hoping to forge a victory. They were unwise to voice their desires. Veste heard, and designed a path to circumvent any shadow-shrouded heroes from foiling his intentions. A mortal made of blood, flesh and bone would find his essence torn asunder in Veste's domain. A thousand times a thousand souls were sacrificed and used to buttress the necromantic spells, their essences constrained within crystals that would call to the Shadowcaster's own frail flesh. Veste was confident in his defenses against the prophesied stranger. On no world had Veste ever encountered a mind keen enough or a purpose pure enough to defeat the power of his Evil.

(cont., p. 61)

RIVER OF BLOOD (LEVEL 23)



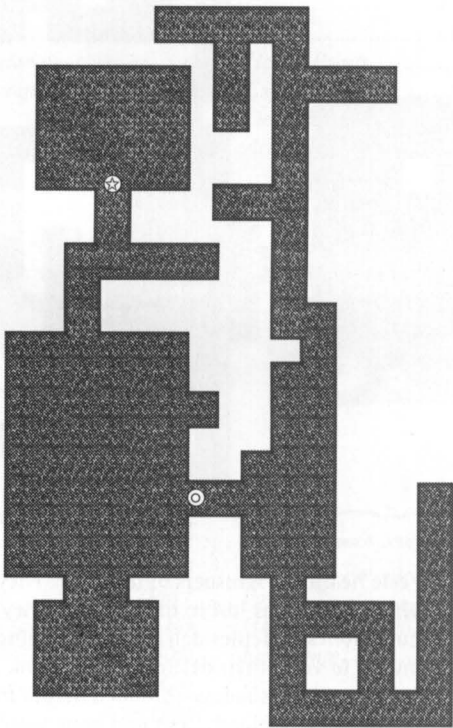
Blood Creature

<i>Number</i>	15
<i>Speed</i>	2
<i>Resistances</i>	5 (Pa)
<i>Accuracy</i>	25%
<i>Damage</i>	4-16 (Ph)
<i>Health Points</i>	75
<i>Experience</i>	200-275
<i>Detect Distance</i>	5
<i>Attack Distance</i>	0

RIVER OF BLOOD
MAP KEY

○ Level Entrance

☆ Level Exit



VESTE’S LAIR (LEVEL 24)



Cleric	
Number.....	1
Speed.....	2
Resistances.....	10 (Ph) / 99 (all others)
Accuracy.....	25%
Damage.....	10-30
Health Points	200
Experience	0
Detect Distance.....	1
Attack Distance.....	1



Green Ssair	
Number.....	1
Speed.....	4
Resistances.....	10 (Ph) / 10 (Co) / 10 (El) / 10 (Sl) / 99 (Fe) / 10 (So) / 5 (Fi) / 15 (De) / 5 (Mi) / 15 (Pa) / 10 (other)
Accuracy.....	25%
Damage.....	3 (other) 10-20 (Ph)
Power.....	200
Health Points	100
Experience.....	500
Detect Distance.....	7
Attack Distance.....	7

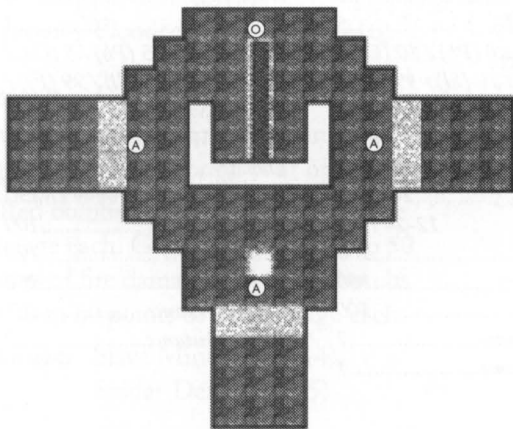


Wolf Lord	
Number.....	1
Speed.....	4
Resistances.....	10 (Ph) / 5 (Co) / 10 (El) / 5 (Sl) / 99 (Fe) / 10 (So) / 10 (Fi) / 15 (De) / 5 (Mi) / 15 (Pa) / 10 (other)
Damage	3 (El)
Power.....	300
Health Points	100
Experience	500
Detect Distance.....	7
Attack Distance.....	7

(cont. from p. 59)

Veste’s domain was greater than just a world, more than merely a dimension constrained by time and space. Every victory over Good provided another facet to the dark multidimensional nexus that Veste was designing. It would be a doorway, built of the blood of all races, bound by eternal despair. Through this portal his Dark Master would enter, and walk in all worlds, treading the bodies of countless defeated foes. There would be a glorious new age of Evil fed by fear, suffering and death.

The time had come.



VESTE’S LAIR
MAP KEY

A	Trigger (T26)
O	Level Entrance



Sea King

Number.....	1
Speed.....	4
Resistances..	15 (Ph) / 10 (Co) / 5 (El) / 10 (Sl) / 99 (Fe) / 5 (So) / 10 (Fi) / 15 (De) / 5 (Mi) / 15 (Pa) / 10 (other)
Accuracy.....	50%
Damage	24 (Ma) 12-24 (Ph)
Power.....	200
Health Points	100
Experience	500
Detect Distance.....	7
Attack Distance.....	7



Boar Lord

Number.....	1
Speed.....	5
Resistances..	10 (Ph) / 10 (Co) / 10 (El) / 10 (Sl) / 99 (Fe) / 10 (So) / 10 (Fi) / 15 (De) / 5 (Mi) / 15 (Pa) / 10 (other)
Accuracy.....	40%
Damage	10-20 (Ph)
Power.....	200
Health Points	200
Experience	500
Detect Distance.....	7
Attack Distance.....	0



Red Phantom

Number.....	6
Speed.....	3
Resistances	5 (all)
Accuracy.....	25%
Damage.....	2 (Ma, El) 6-12 (Ph)
Power.....	200
Health Points	150
Experience.....	500
Detect Distance.....	7
Attack Distance.....	7



Zardaz

Number.....	1
Speed.....	2
Resistances..	10 (Ph) / 10 (Co) / 10 (El) / 10 (Sl) / 99 (Fe) / 10 (So) / 10 (Fi) / 16 (De) / 5 (Mi) / 15 (Pa) / 10 (other)
Accuracy.....	50%
Damage	2 (Ma) 6-12 (Ph)
Power.....	200
Health Points	150
Experience	500
Detect Distance.....	7
Attack Distance.....	7



Vest

Number.....	1
Speed.....	5
Resistances..	10 (Ph) / 10 (Co) / 10 (El) / 10 (Sl) / 99 (Fe) / 10 (So) / 10 (Fi) / 99 (De) / 5 (Mi) / 99 (Pa) / 10 (other)
Accuracy.....	50%
Damage	24 (Ma) 12-24 (Ph)
Power.....	200
Health Points	100
Experience	500
Detect Distance.....	7
Attack Distance.....	7



Blue Phantom

Number.....	4
Speed.....	3
Resistances.....	5 (Ph) / 5 (Co) / 5 (El) / 5 (Sl) / 99 (Fe) / 5 (So) / 5 (Fi) / 10 (De) / 5 (Mi) / 5 (Pa) / 5 (other)
Damage.....	17 (Ma, El) (Power Drain)
Power.....	100
Health Points	125
Experience	250
Detect Distance.....	7
Attack Distance.....	7

USEFUL ITEMS

(*U = also works Underwater)

WEAPONS

(W1) *Shuriken* *U

This is a very useful missile weapon. It inflicts 3 to 6 points of damage and always returns to your hand.

Locations Garden Ruins (level 1),
Spider Den (level 15)

(W2) *Silver Sword* *U

This melee weapon usually inflicts 4 to 8 points of damage. However, because it's made of silver, its effect on werewolves is doubled.

Location Castle Dungeon (level 11)

(W3) *Magical Sword* *U

This melee weapon inflicts 4 to 10 points of damage.

Location Flooded Palace (level 2)

(W4) *Caun Sword* *U

The Caun Sword is Caun-made, not specifically for the Caun. This melee weapon inflicts 2 to 8 points of damage.

Location Castle Tower (level 13)

(W5) *Trident of Might* *U

This melee weapon inflicts 3 to 12 points of damage.

Location Flooded Caverns (level 16)

(W6) *Bombs*.

Place the bomb in an active hand and right-click the cursor on your opponent.

Red bombs do 20 to 40 points of fire damage each. Green bombs do 25 to 50 points of fire damage each. Blue bombs do 30 to 60 points of fire damage each.

Locations Slave Mines (level 14),
Spider Den (level 15)

(W7) *Fire Wand*

Applicable Resistance Fire, Magic

Damage 10 - 20

Power 100

Power Cost per Use 8

Locations Garden Ruins (2) (level 1),
Spider Den (level 15)

(W8) *Staff of Power* *U

Applicable Resistance Magic

Damage 6 - 11

Power 75

Power Cost per Use 5

Location Castle Tower (level 13)

(W9) *Ice Wand* *U

Applicable Resistance Cold, Magic

Damage 10 - 20

Power 45

Power Cost per Use 3

Location Misty Ruins (level 4)

(W10) *Scepter of Might* *U

Applicable Resistance Magic

Damage 12 - 24

Power 75

Power Cost per Use 5

Location Maze of Madness (level 22)

(W11) *Tri-Wand* *U

Applicable Resistance Fire, Magic

Damage 10 - 20

Power 90

Power Cost per Use 6

Locations Garden Ruins (level 1),
Spider Den (level 15)

(W12) Frost Wand *U

Applicable Resistance Cold, Magic
Damage 10 - 20
Power 45
Power Cost per Use 3
Location Castle Dungeon (level 11)

(W13) Lightning Wand *U

Applicable Resistance Electricity, Magic
Damage 6 - 12
Power 20
Power Cost per Use 1
Locations Castle Keep (level 12),
 Sea King's Labyrinth (level 17),
 Mud Mines (level 20)

(W14) Acid Wand *U

Applicable Resistance Magic, Other
Damage 10 - 20
Power 60
Power Cost per Use 2
Location Misty Ruins (level 4)

(W15) Water Cannon *U

Applicable Resistance Magic
Damage 12 - 24
Power 80
Power Cost per Use 4
Location Flooded Caverns (level 16)

(W16) Dragon Horn

Applicable Resistance Fire
Damage 10 - 20
Power 90
Power Cost per Use 6
Location Dark Temple (level 6)

(W17) Shock Horn *U

Applicable Resistance Magic
Damage 12 - 24
Power 60
Power Cost per Use 5
Location Spider Den (level 15)

(W18) Horn of the Caun

Applicable Resistance Other
Damage 1 - 2 (per bug)
Power 40
Power Cost per Use 4
Location Temple of the Dark God
 (level 7, fourth time)

(W19) Cane of Force

Applicable Resistance Death (If attack
 overcomes
 opponent's Death
 resistance,
 opponent dies.)
Damage 10 - 20
Power 60
Power Cost per Use 3
Locations Spider Den (level 15),
 Lava Tunnels (level 21)

OTHER MAGIC ITEMS**(M1) Crystal of Light**

Effect Increases the light
 level until you
 teleport.
Power 20
Power Cost per Use 4
Location Castle Tower (level 13)

(M2) Chalice of Power

Effect When used, you
 slowly recover up to
 75 points of Power.
Power 5
Power Cost per Use 5
Locations Castle Tower (level 13),
 Lava Tunnels (level 21)

ARMOR

(A1) *Caun Armor*

Effect +3 to Caun's physical resistance, 1 (Co) / 1 (Fi) / 1 (other).

Location Castle Dungeon (level 11)

(A2) *Maorin Armor*

Effect +3 to Maorin's physical resistance, 3 (Co) / 1 (Fi) / 3 (El) 3 (Ma) / 3 (other).

Location Flooded Palace (level 2)

(A3) *Silver Armor*

Effect +3 to human's physical resistance, 1 (Co) / 1 (Fi) / 3 (El) / 3 (other).

Location Castle Dungeon (level 11)

(A4) *Water Armor*

Effect +3 to Kahpa's physical resistance, 3 (Co) / 3 (Fi) / 5 (El) / 3 (Ma) 3 (So) / 3 (other).

Location Flooded Caverns (level 16)

(A5) *Amulet of Defense*

Effect +1 to the physical resistance and + 3 to all other resistances (of the form wearing it).

Locations Slave Mines (level 14),
Sea King's Labyrinth (level 17)

RESTORATIVES

(R1) *Health Potion*

Effect Each dose recaptures 3 lost Health Points. A vial contains 6 doses.

Locations Garden Ruins (2) (level 1),
Castle Dungeon (level 11),
Castle Keep (2) (level 12),
Spider Den (level 15),
Flooded Caverns (level 16),
Sea King's Labyrinth (level 17),
Mud Mines (level 20),
Maze of Madness (level 22)

(R2) *Power Potion*

Effect Each dose recaptures 6 Power Points. A vial contains 6 doses.

Locations Flooded Palace (level 2),
Dark Temple (level 6),
Castle Dungeon (level 11),
Castle Tower (level 13),
Spider Den (level 15),
Mud Mines (level 20),
Lava Tunnels (level 21),
Maze of Madness (2) (level 22)

(R3) *Strength Potion*

Effect Gives the user the strength of a Grost, for a very short time. Best to use immediately before attacking. Only 2 doses per vial.

Locations Dark Temple (level 6),
Flooded Caverns (level 16)

(R4) *Health Fruit (Red)*

Effect Recaptures 3 Health Points.

Location Slave Mines (2) (level 14)

(R5) *Power Fruit (Blue)*

Effect Recaptures 6 Power Points.

Location Slave Mines (2) (level 14)

TRIGGERS

Location keys refer to the **Walkthrough** (pp. 70 - 80).

(T1) Statue Head

Purpose Needs to be replaced on the statues at Misty Ruins.

Locations Garden Ruins (level 1),
Flooded Palace (level 2),
Misty Ruins (2) (level 4)

(T2) Silver Triangle Key

Purpose Place on the pedestal in front of the Zardaz Statue ⑦.

Location Garden Ruins (level 1)

(T3) Flooded Palace Chain

Purpose Click on chain at ① to drain the water from the palace.

Location Flooded Palace (level 2)

(T4) Skull

Purpose Place skull on headless skeleton at ③ in the Flooded Palace.

Location Flooded Palace (level 2)

(T5) Broken Golden Key

Purpose Pick up the key at ① to open all doors in the Misty Ruins.

Location Misty Ruins (level 4)

(T6) Castle Dungeon Chain

Purpose Click on the chain to unlock all the doors on this level.

Location Castle Dungeon (level 11)

(T7) Castle Tower Obelisk Tip

Purpose Put on the obelisk at Castle Tower ④.

Location Castle Tower (level 13)

(T8) Water Irrigation Handle

Purpose Click on the handle to water the Tree of Life at ②.

Location Slave Mines (level 14)

(T9) Spider Den Chain

Purpose Click on the chain to open the secret door.

Location Spider Den (level 15)

(T10) Spider Den Obelisk Tip

Purpose Place on the obelisk at Spider Den ③.

Location Spider Den (level 15)

(T11) Gate Key

Purpose Use to open the gate at ⑥ in the Flooded Caverns.

Location Flooded Caverns (level 16)

(T12) Water Tablet

Purpose Put in the stream (①) in the Ssair's Wellspring, it purifies the water and makes the Ssair non-hostile.

Location Sea King's Labyrinth (level 17)

(T13) Ice Rope

Destroy by using Ssair Dragon Breath.

Purpose Reveals secret door.

Location Temple of the Dark God
(level 7, fourth time)

(T14) Chain of Woe

Destroy using Ssair's Claw Attack.

Purpose Reveals secret door to the Obelisk Tip.

Location Mud Mines (level 20)

(T15) Mud Mine Obelisk Tip

Purpose Put on the Obelisk (④) in the next (Lava Tunnel) level.

Location Mud Mines (level 20)

(T16) Boulder

Purpose Place on the pressure pads (⑤) in the Mud Mines.

Location Mud Mines (level 20)

(T17) Pressure Pad

Purpose When the boulders are placed on the pressure pads, the ceiling melts, revealing a chain at ⑥.

Location Mud Mines (level 20)

(T18) Stone Frog Head

Purpose Use the Caun's Swarm or the Horn of the Caun to feed the Frog Head and unlock the gate.

Location Lava Tunnels (level 21)

(T19) Hourglass

Purpose Place in the slot (T20) at ③ on this (Lava Tunnels) level.

Location Lava Tunnels (level 21)

(T20) Hourglass Slot

Purpose Place the hourglass (T19) in this slot at ③ to stop the Obelisk from moving.

Location Lava Tunnels (level 21)

(T21) Blood Crystal (in the heart)

Purpose Place on the red pillar at ③.

Location Maze of Madness (level 22)

(T22) Stone Sword

Purpose Place in the Statue's hand (T24) at ⑤.

Location Maze of Madness (level 22)

(T23) Flesh Crystal

Purpose Place on the purple pillar at ③.

Location Maze of Madness (level 22)

(T24) Stone Statue

Purpose Place the Stone Sword (T22) in the Statue's hand to reveal the Flesh Crystal (T23).

Location Maze of Madness (level 22)

(T25) Bone Crystal

Purpose Place on the blue pillar at ③.

Location Maze of Madness (level 22)

(T26) Trap Activator

Purpose Stepping on these squares open the secret doors, where the Phantom Guards await.

Location Vesté's Lair (level 24)

GENERAL HINTS

STRATEGY

It is good to get your human form up to 100 Power Points and 100 Health Points as fast as you can. The reason for this is simple: you want to use a metaform's abilities, and to do this effectively you need a good supply of power. Therefore use your human form to clear the entire first level (Garden Ruins), using the Maorin only to get past the fireball walls. Use the human's Jump-Kick to take care of the plant creatures and the first Boleth. Then use the Shuriken to attack from a distance or use the Jump-Kick until you reach 100 Power and Health Points. From that point, until you attain the Ssair form, you should use the Maorin with his armor (A2), the Magical Sword (W3) and the Shuriken (W1).

COMBAT TACTICS

- *Use distance weapons such as the Shuriken to wear down enemies who can only attack at close quarters.*
- *When wounded, monsters retreat to heal. They are much less likely to fight back when they want to retreat.*
- *It is possible to sneak up behind some monsters.*
- *Standing partly behind a corner and shooting or throwing is usually the safest strategy. Sometimes your opponent hits the corner instead, giving you a better opportunity to duck out of the way. The safest way is to stand behind something, sidestep out and attack, then step back.*
- *You can only open a chest by breaking it.*
- *The Caun Sword is Caun-made, not Caun-specific. Any form can use it.*
- *The Trident of Might is the most powerful melee weapon in the game.*
- *Save the lightning and shock weapons until you reach the water levels. These items are very useful on these levels, especially against the Blue Ssaurs and the Sea King.*
- *Save several Power Potions and the two Chalices of Power for the final confrontation with Veste.*
- *Strength Potions don't last long. The best way to use one is to ready your weapon, drink the potion and immediately charge in and attack.*
- *Destroy all the evil creatures you can. Experience is important. The more Evil you destroy, the more Power and Health you get.*
- *Your resistance to the Red and Blue Phantoms is the average of your Magic and Electrical resistances.*
- *Save often, at least once or twice per level.*
- *When you get low on Power and/or Health, take a break. Find a safe place where the monsters won't attack you, transform into your human form and go grab a snack. The human regenerates Power and Health slowly, so waiting for five or ten minutes replenishes your points without using the potions you may need later.*
- *Attacking friendly beings makes them hostile.*

- *Maorin Cat Sight, Caun Light spell or Crystal of Light illuminate the dark levels.*
- *Human – Jump and kick simultaneously for more power. Use the [J] and [K] keys.*
- *Caun – The Caun can jump higher than any other form.*
- *Caun – Sometimes it is better to sneak by monsters than to destroy them. There are times when you need the Power more than you need the experience points. You can use the Sneak spell to get through rooms which have several spell throwers in them.*
- *Opsis – Cold Blast is best against fire and fire-based creatures (e.g., Lava Man or Fire Elemental).*
- *Opsis, Ssair – Quicksand, mud and lava are easily flown or floated over.*
- *Grost – Earthquake is an efficient way to kill Pterodactyls.*

GENERAL INFORMATION

POWER POOLS

All Power Pools carry 100 points of Power, except the one in the Lava Tunnels, which has 150. When you step on a Power Pool (floating and flying won't work) it automatically maxes out your Power, then divides the remaining power among the items you are carrying. Therefore, if you have 25 of 100 Power Points and are carrying 5 chargeable items, stepping on a Power Pool recharges you to the full 100 Power Points, and your chargeable items have recovered 5 points apiece. When you have 25 out of 200 you recharge to 125 and your items gain nothing. If you like, you may rest while in your human form until you naturally recover all of your Power, then use the Power Pool to recharge only your items. You may also drop all but a few important items, so those few receive more Power. (Keep your Chalice of Power fully charged as much as possible.)

HEALTH RESTORATIVES

Because Health Restoratives renew lost Health Points, it is best to take them while you are in the metaform with the lowest maximum Health. Usually that is the Caun (since the Caun only starts off with 20 Health Points) so it takes less to reach maximum health. Remember, once any metaform has maximum health, so do the other forms.

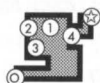
LEVELS

There are more **physical levels** in the game than it is actually possible for you to explore. That is because some of the levels are under water before you have a form that can breathe liquid or they are packed with flesh-eating fish. Inaccessible levels have no items or areas of interest.

Experience levels are earned through a metaform's combat experience, and each new level gives that form more Health and Power Points. In addition, your human form gets 10% of the extra points earned by the other metaforms. It is beneficial to have one metaform weaker in experience levels, because the less total Health Points a form has, the less Health Restorative it takes to recover full Health Points – and once one form has full Health, all forms do (see **Health Restoratives**, above). However, don't keep a metaform so experience-weak that he won't be able to fend for himself in the later levels. Find a balance point between low Health Points and a reasonable experience level.

WALKTHROUGH

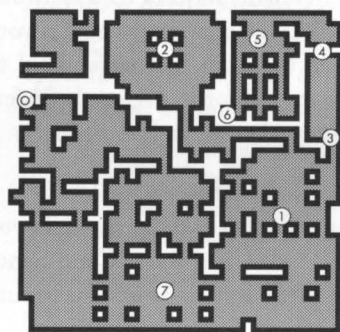
Level entrances are always marked “○”. Exits are marked “☆”.



GARDEN RUINS (LEVEL 1)

- Kill the charging Boleth.
- ① Pick up the Health Potion (R1).
- ② Pick up the Fire Wand (W7).
- ③ Click on the obelisk. After your grandfather's words, click again.
- ④ Open the door.
- ☆ Step on the teleporter. (This teleporter takes you to the main section of the Garden Ruins.)

GARDEN RUINS (LEVEL 1)



- *Morph to your Maorin shape to attack the Floros. The sharp claws are simple weapons, but are more than equal to pulping plants.*
- *Pick up at least eight of the withered remnants of the Floros. (They look a little like strawberries, but they're float seeds – and very useful.)*
- ① Kill the Floro on the quicksand. Once destroyed, the vegetation mats and roots, providing a support which holds a surprising amount of weight. Go north across the quicksand, planting float seeds ahead of you. (Killing Floros is how you get float seeds.)
- ② Get the Fire Wand (W7).
- ③ (Plant float seeds in the quicksand on your way to this point.) Morph to your Maorin shape and activate Cat Sight. Avoid the pressure pads by staying on the lighter path.
- ④ Pick up the Shuriken (W1) in the doorway.
- ⑤ Use Shuriken to destroy disks over fires.
- *If you aim below the disks, but above the fires, you can kill the Boleths on the other side. Be careful – these Super Boleths are strong ones who can sometimes shoot around corners.*
- ⑥ Get the statue head (T1).

- ⑦ Use your Shuriken on the floating chest.

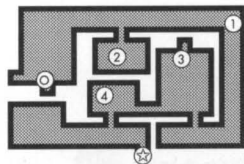
Pick up the Silver Triangle Key (T2) and click it on the pedestal in front of the Zardaz Goddess statue.

In human form, step on the teleporter. (This teleporter takes you to the Flooded Palace.)

- *Footwork is everything. When the floating chest gets a fix on you, it fires very powerful bolts of energy, so keep moving, preferably from side to side.*

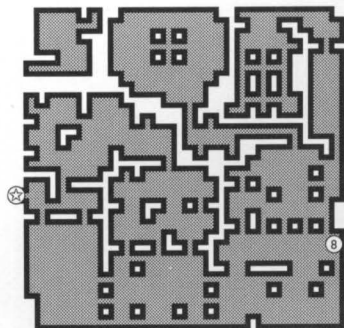
FLOODED PALACE (LEVEL 2)

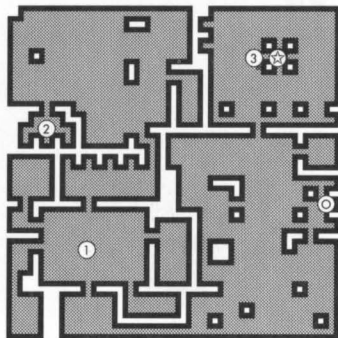
- Avoid Ceiling Stalkers by swimming around them.
- ① Pull on the chain (T3). This makes the corridor drain to floor level.
- ② Get the skull (T4) that is hovering over the pedestal.
- ③ Place the skull on the headless skeleton – but don't expect gratitude. Upon re-animation, the skeleton attacks. Kill the skeleton warrior (in human form, with the Shuriken).
- ④ Take the armor (A2), and put it in the Maorin's inventory. Morph to human, and put the Magical Sword (W3) and Power Potion (R2) in your inventory.
- ☆ Get the statue head (T1) and step onto the teleporter. (This teleporter returns you to the Garden Ruins.)



GARDEN RUINS (LEVEL 1, SECOND TIME)

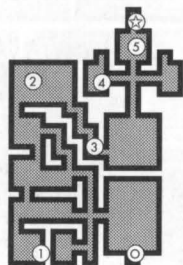
- ⑧ Reappear from Flooded Palace.
- ☆ Teleport. (This teleporter goes to the Misty Ruins.)





MISTY RUINS (LEVEL 4)

- ① Pick up the broken Golden Key (T5) to activate the spikes, then drop it – you won't need it again.
 - *The spikes drop after 10 seconds or so.*
- ② Get the statue head (T1).
- ③ Place the statue heads in the holes in the wall statues (including the one found on the island). The temple rises, revealing stairs.
- ☆ Take the stairs to the Dark Temple.
 - *The paths can help keep you from getting lost if you use them as landmarks.*
 - *You can't harm a skeleton unless it's walking.*

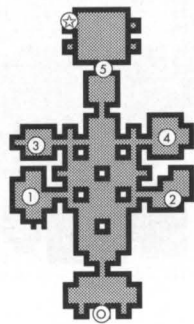


DARK TEMPLE (LEVEL 6)

- ① Get the Power Potion (R2) and Strength Potion (R3).
- ② Destroy the disk with the Shuriken. Cross the bridge.
- ③ Be *very* careful turning the corner! Kill the 4-armed Zardaz Guardian and his Bleimid companions.
 - *The quickest way to kill the Zardaz Guardian is to use the Maorin. Give him the Magical Sword and have him drink the Strength Potion before charging the Zardaz. Act quickly – the strength potion doesn't last very long. It should take 6 or 7 hits to kill the Guardian.*
- ④ Get the Dragon Horn (W16).
- ⑤ Touch the obelisk to receive the form of the Caun.
- ☆ Teleport. (This teleporter takes you to the Temple of the Dark God.)

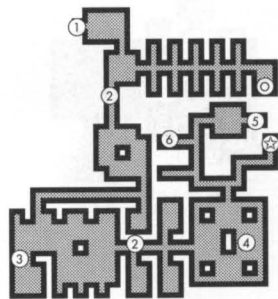
TEMPLE OF THE DARK GOD (LEVEL 7)

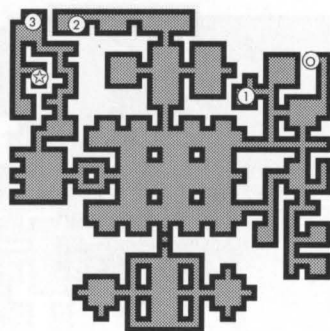
- ①, ②, ③ and ④ Kill the two robed Phantoms, their Skeleton guards and the four Disks of Woe.
- *The Phantoms are a little tricky. Stay out of their range and attack with a distance weapon.*
- ⑤ Kill the Zardaz Guardian.
- *The Maorin, armed with the sword, is very good against the Zardaz.*
- *Heal before you take on the Zardaz so you will have enough Life when you go to the next level.*
- ☆ Teleport. (This teleporter takes you to the Castle Dungeon.)
- *If you just wander, the phantoms and skeletons will eventually band together and come after you.*



CASTLE DUNGEON (LEVEL 11)

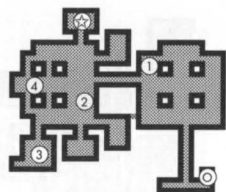
- *A prisoner has a message for you.*
- ① Pull the chain (T6) once.
- ② As a Caun, jump over the obstructing barrels.
- ③ Pull the chain and use the Caun's Distant Grab to get the Caun Armor (A1). Put the armor in the Caun's inventory.
- ④ Get the Silver Sword (W2), Frost Wand (W12) and Power Potion (R2).
- ⑤ Get the Health Potion (R1) and the Silver Armor (A3).
- *West from the Silver Armor are stairs (⑥) down to a book. The book tells you about the castle.*
- ☆ Take the stairs to the Castle Keep.
- *To kill a wolf quickly, run up and hit him with the Shuriken. Keep hitting the attack button to claw the enemy between Shuriken throws. While attacking, back away from the wolf so he can't hit you. This works great until you back into a wall ... The Silver Sword works almost as well.*
- *The Silver Armor only works for the human form.*
- *A low-power Monitor may use up its shots if you can get it to shoot something else (like a door or a corner that you're standing behind).*





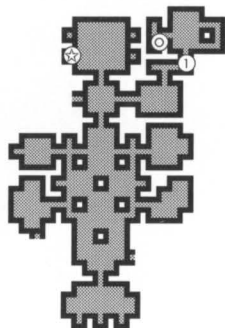
CASTLE KEEP (LEVEL 12)

- ① Get the Health Potion (R1).
- ② Stand on the Power Pool to regain your power. Get the Lightning Wand (W13).
 - *One of the books in the library tells you about the Power Pools.*
- ③ Get the Health Potion (R1).
 - ☆ Take the stairs to go to the Castle Tower.
 - *Use guerrilla tactics with the Phantoms. Use a corner or dodge side-to-side as you hit them with the Shuriken.*



CASTLE TOWER (LEVEL 13)

- ① Get the Power Potion (R2).
- ② Kill the Werewolf Lord and his guards. Get his Staff of Power (W8) and the tip of the obelisk (T7).
- ③ Get the Crystal of Light (M1), Chalice of Power (M2) and the Caun Sword (W4) from the chest.
- ④ Put the tip on the obelisk. Click on the obelisk to receive the form of the Opsis.
- ☆ Teleport. (This teleporter returns you to the Temple of the Dark God.)



TEMPLE OF THE DARK GOD (LEVEL 7, SECOND TIME)

- ① Put out the fire using the Opsis Cold Blast.
 - *The Opsis Death Blast is very useful against the Zardaz Guardian.*
- ☆ Teleport. (This teleporter takes you to the Slave Mines.)

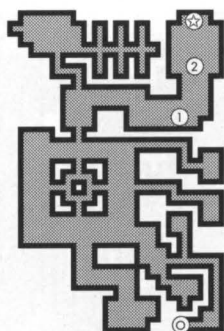
SLAVE MINES (LEVEL 14)

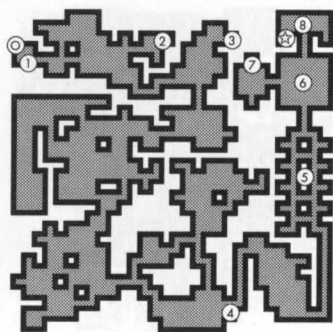
① Kill the Boar Lord and his guard. Get the Boar Lord's Amulet of Defense (A5) (and give it to the Maorin).

② Click on the Water Irrigation Handle (T8). After the tree grows you should take the red (R4) and blue (R5) fruit.

☆ Teleport. (This teleporter takes you to the Spider Den.)

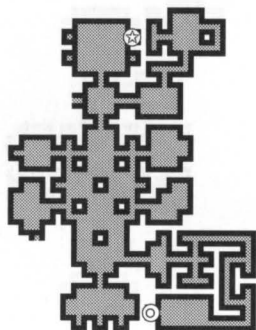
- *Although the Boar Lord's Amulet of Defense is very useful (not to mention it is a noble thing to rid the Caun slaves of their cruel overlord), the teleporter is available to any hero who kills all of the Slave Drivers of the Boar Lord.*
- *You can take two approaches with the Boar Slavers. They are too massive to follow you into a corridor, so you can stay protected in a hallway and attack with a distance weapon, or you can charge them. When you use the Maorin with the Magical Sword and stand toe to toe with them you get hurt a little, but they die much sooner than by the safer methods.*
- *Use the guerrilla tactic of stepping out from behind a corner to throw the Shuriken when you fight the Shrooms. The Shuriken has a better range than most of their spells. Shrooms have a volatile acid attack, and are best fought from a distance with a projectile weapon.*
- *As you explore, kill the Slave Drivers and pick up any bombs (W6) you see. One hit from a bomb takes out a single spider on the Spider Den level.*





SPIDER DEN (LEVEL 15)

- ① Get the Shuriken (W1). Use the Shuriken to kill the spiders.
- *Don't underestimate those little spiders. They're nasty!*
- ② Get the Fire Wand (W7).
- ③ (Float across acid to get here.) Stand on the blue Power Pool to restore your power.
- ④ Get the Power Potion (R2).
- ⑤ Avoid the fireballs, mines and Shroom in this area.
- ⑥ Pull chain (T9).
- ⑦ Get the obelisk tip (T10). (A door on north wall opens when you take the tip.)
- ⑧ Put the tip on the obelisk to receive the Kahpa metaform.
- ☆ Teleport. (This teleporter returns you to the Temple of the Dark God.)
- *The little floor and ceiling spiders can't hurt the Maorin if he is wearing his armor and the Amulet of Defense. The bombs from the Slave Mines are quite useful on this level. One blue bomb kills a small spider every time.*
- *Use the Shuriken against the large spiders. It takes a few hits but you don't deplete your Health Points.*
- *Mines are susceptible to the Opsi's Death Blast.*

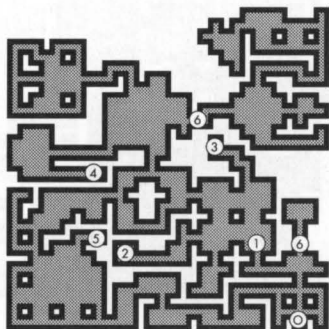


TEMPLE OF THE DARK GOD (LEVEL 7, THIRD TIME)

- ☆ Teleport. (This teleporter takes you to the Flooded Caverns.)
- *Ssair are most vulnerable when attacked with a projectile weapon aimed at their tail.*

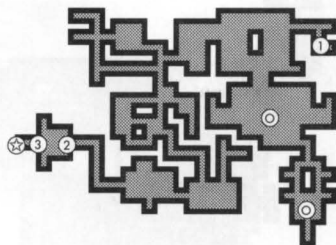
FLOODED CAVERNS (LEVEL 16)

- ① Destroy the mines.
 - ② Open the chest and get the Water Cannon (W15).
 - ③ Get the Gate Key (T11).
 - ④ Get the Trident of Might (W5).
 - ⑤ Open the chest. Get the Water Armor (A4) and Strength Potion (R3).
- *Give the water items – Cannon, Trident and Armor – to the Kahpa.*
 - ⑥ Unlock the door with the gate key. Morph into Kahpa metaform. Dive to enter the Sea King's Labyrinth.
 - *Now is a good time to max out your Life and Power.*



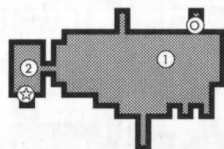
SEA KING'S LABYRINTH (LEVEL 17)

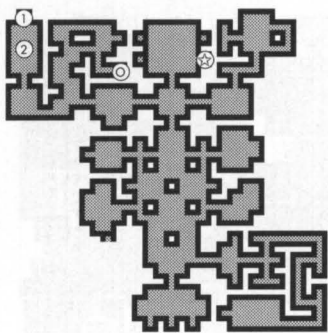
- ① Open the chest and get the Lightning Wand (W13) and the Health Potion (R1).
 - ② From the entranceway, shoot the Sea King with the Water Cannon. This should take out all the enemies in the entire area.
 - ③ Get the Water Tablet (T12).
- ☆ Teleport. (This teleporter takes you to the Ssair Wellspring.)



SSAIR WELLSPRING (LEVEL 18)

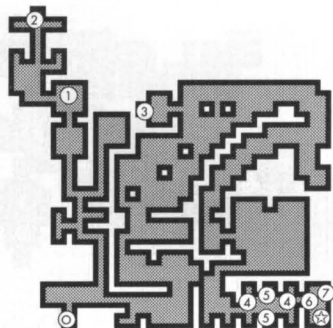
- ① Use the Water Tablet on the acid river.
- *After you use the tablet on the acid, the Ssair do not initiate attacks.*
 - ② Click on the obelisk to receive the Ssair metaform.
- ☆ Teleport. (This teleporter returns you to the Temple of the Dark God.)





TEMPLE OF THE DARK GOD (LEVEL 7, FOURTH TIME)

- ① Get the Horn of the Caun (W18).
- ② Destroy the Ice Rope (T13) to reveal the secret door.
- ☆ Teleport. (This teleporter takes you to the Mud Mines.)
- *Ssair Fire or the Dragon Horn is useful to destroy the Ice Rope.*

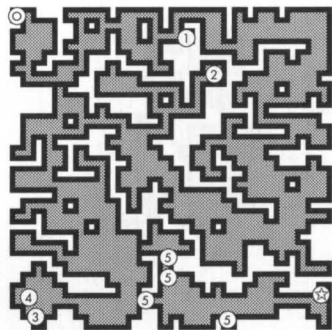


MUD MINES (LEVEL 20)

- ① Destroy the Chain of Woe (T14). (The Ssair claw attack works.) This causes a door to open.
- ② Get the Obelisk Tip (T15).
- *Use the Caun's Distant Grab to avoid setting off the fireball traps when getting the Obelisk Tip.*
- ③ Get the Lightning Wand (W13) near the Power Pool. Recharge your Power by standing on the Power Pool.
- ④ Get the boulders (T16), and put them on the pressure pads (T17) at ⑤. When the lava flows into the room, it melts the frozen ceiling, revealing a chain.
- ⑥ Pull the chain.
- ⑦ Get Power (R2) and Health (R1) Potions.
- ☆ Teleport. (This teleporter takes you to the Lava Tunnels.)
- *Ssair with the Trident of Might is best for Mud Mines and Lava Tunnels.*

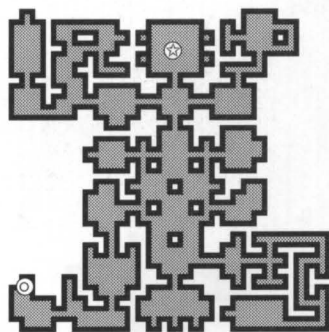
LAVA TUNNELS (LEVEL 21)

- *This is a dangerous area – don't let your Power or Life get too low.*
- ① Use the Caun's Insect Swarm spell to feed the Stone Frog Head (T18), causing a wall to the north to open.
- ② Get the Hourglass (T19).
- ③ Put the Hourglass in the slot (T20). This makes the obelisk stop turning.
- ④ Put the tip on the obelisk.
- ⑤ At these points, use the Grost to punch through the cobble-stone walls. Along the way is a Power Pool, a Cane of Force (W19) and a Chalice of Power (M2).
- ☆ Teleport. (This teleporter returns you to the Temple of the Dark God for the final time.)
- *Frost Wand and Ice Wand are very useful in the Lava Tunnels.*
- *There are helpful items behind the breakable walls (⑤). Breakable walls are recognizable because they are built of smaller stones packed more tightly together than regular walls.*
- *Ice on the lava will make a pad to walk on for a short while.*



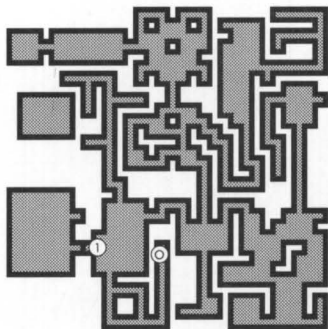
TEMPLE OF THE DARK GOD (LEVEL 7, FIFTH TIME)

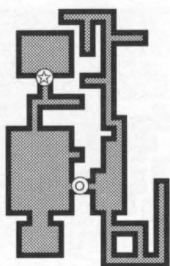
- ☆ Teleport. (This teleporter takes you to the Maze of Madness.)



MAZE OF MADNESS (LEVEL 22)

- Entrance from the Temple of the Dark God.
- ① Morph to the Kahpa metaform and dive under the area between the two drains (towards the north). Diving takes you to the River of Blood level.

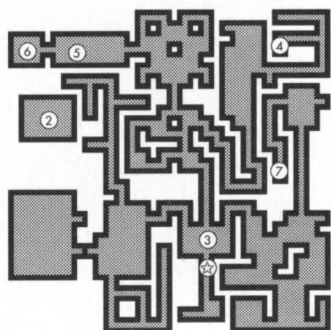




RIVER OF BLOOD (LEVEL 23)

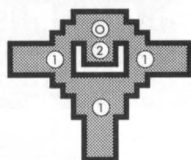
Swim *quickly* to ☆.

Surface. You will reappear in the Maze of Madness at ②.



MAZE OF MADNESS (LEVEL 22, SECOND TIME)

- *Grost has the best chance to survive this level.*
- ② Destroy the heart. Get the Blood Crystal (T21) that drops out of the destroyed heart and swim back, returning the way you came.
- ③ Put the Blood Crystal on the small red pillar.
- ④ Get the Stone Sword (T22).
- ⑤ Place Stone Sword on the Statue (T24). This opens a door in the wall.
- ⑥ Get the Flesh Crystal (T23).
- ③ Put the Flesh Crystal on purple (middle) pillar.
- ⑦ Destroy the Bone Freeze. Get the Bone Crystal (T25).
- ③ Put the Bone Crystal on the blue pillar.
- ☆ Teleport. (This takes you to Veste's Lair.)



VESTE'S LAIR (LEVEL 24)

- ① Be careful of these traps (T26).
- ② Kill Veste in all his forms.
- *Grost has the best chance to survive this final encounter.*
- *Full Health and Power Bars are very helpful in defeating Veste. So are the Chalices of Power.*
- *Use the Grost punch to take out the Cleric, Wolf Lord, Green Ssair and Sea King metaforms.*
- *Use the Grost Earthquake ability while simultaneously attacking with the Trident of Might. It is effective against the Zardaz and Boar Lord metaforms.*
- *Use the Scepter of Might, Grost Earthquake and Grost punch to take down Veste.*

Shrouded in Shadows, the Future has Never been Darker.

Step by step, you cautiously search the twisting corridors of ruins and castles. You never know what horrors wait beyond the next door. Veste's conquest is complete – the monsters are terrifyingly real. How can you expect to win against the forces of darkness when you don't know what you're up against?

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